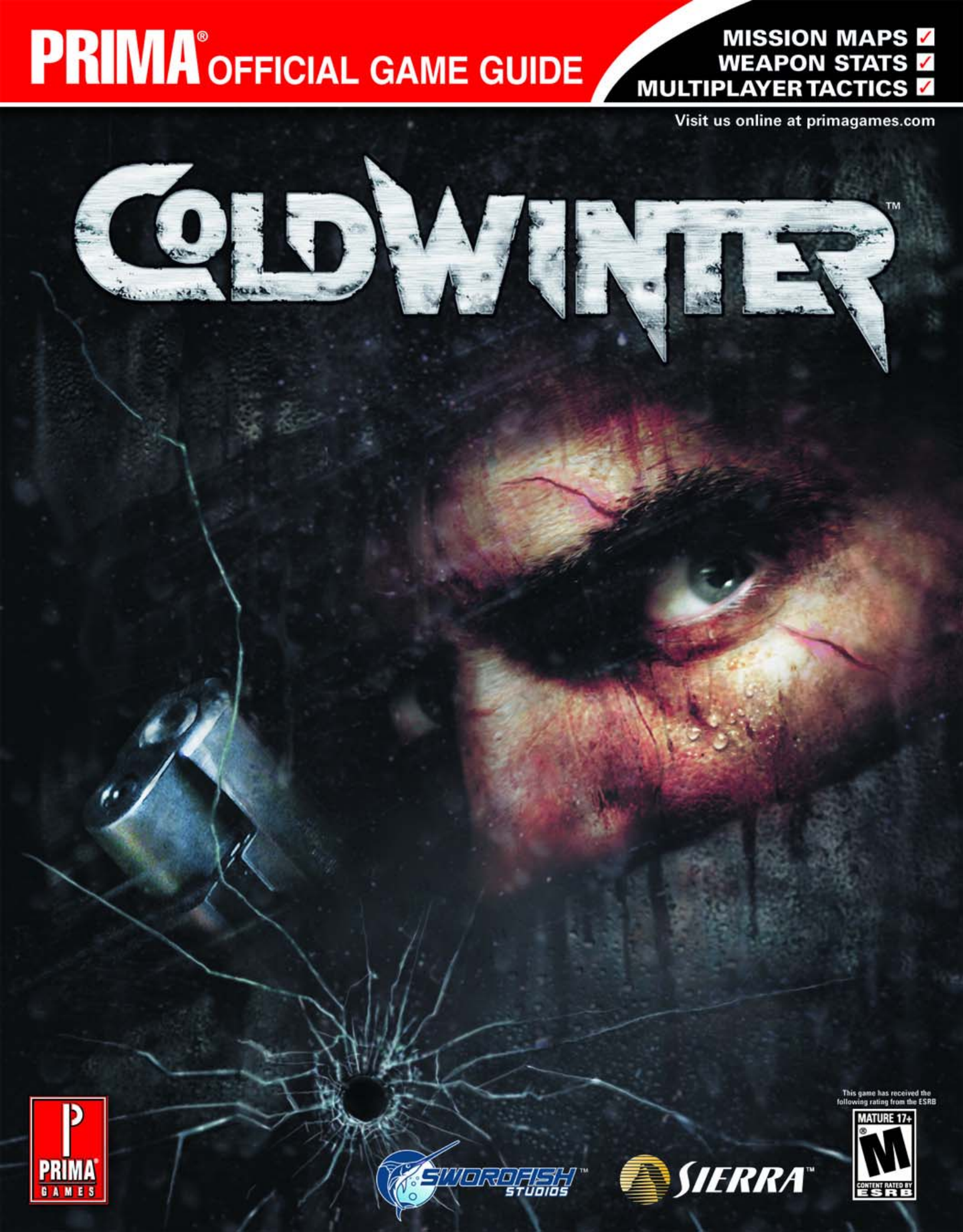
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PRIMA Official Game Guide

Joe Grant Bell



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Introduction

Are you looking for a different kind of secret agent—a guy who forgot to renew his license to kill, but doesn't really care; a guy who likes his drinks shaken *and* stirred; and a guy who skips the tuxedo altogether? Well, you've come to the right place.

There's a chain of nasty villains, a top-secret weapons system, and at the heart of it all, a secret organization with a tragically misguided mission statement. It's up to you to put these shady characters out of business, but it's going to be a long, hard trek. That's where this guide comes in handy.

The following pages contain effective combat tactics, tips for both single- and multiplayer mayhem, and the deepest, darkest secrets of each campaign mission. We lay it all out on the table, so all you have to do is read and learn.

So go ahead, throw out the tux. Pour out the martini and grab a beer instead. There are plots to foil and masterminds to thwart, and all you need is a game controller. Absolutely no license required. We promise.

Controls

Before you do much of anything, learn the controls. There are several control configurations, but we recommend that you stick with the default scheme.

Default Controls

Action	Control
Move	Left analog stick
Look/Aim	Right analog stick
Jump	L1
Crouch	Hold L2
Sprint	Click and hold left analog stick
Fire weapon	R1
Reload	■
Zoom/iron sights	Click right analog stick
Change weapon	Press right on digital pad
Throw grenade	R2
Change grenade	●
Activate	×
Use medipack	Press left on digital pad
Player menu	SELECT
Pause menu	START

Movement

Moving around is the most basic part of the game. Learn these controls quickly!

Move



The left analog stick moves you around. Press forward to move ahead, backward to back up, left or right to slide to either side.

Sliding left and right is a useful skill in combat—especially when you don't have cover. Standing still gets you killed, *fast*. So keep moving if you don't have anything to hide behind.

To go up or down a ladder, face it and press forward. You'll automatically ascend or descend.

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Look/Aim





The right analog stick controls your viewpoint. If you're using standard controls, press up on the stick to look up. If you've inverted your controls, press up to look down. Use whichever method is most comfortable to you.

Jump

Tap L1 to jump.



You can jump over debris or low obstacles. Jumping is useful in combat, particularly when you're fighting human opponents who like to target the head. Jumping makes you harder to hit, and makes it quite difficult to score head shots against you.

Jumping is also an effective way to get away from explosive weapons, such as grenades and rockets. Jump away from the point of detonation to maximize your distance from the blast.

[tip]

Jumping around is a good way to mess up human opponents' aim, but it's not recommended against the AI. Hide behind cover when fighting AI opponents.

Crouch



Hold L2 to crouch. Release L2 to stand.

Crouch to sneak underneath obstacles, or to squeeze through small openings.



Crouching is very useful in combat, particularly when you're behind cover. Crouch behind low cover (such as an overturned table) to protect yourself, popping up occasionally to fire a few shots at the enemy. This is particularly useful against AI opponents.

Crouching behind cover can work against human opponents as well. Plus, since human opponents like head shots, periodically crouch during combat—even if you have no cover. If your enemy is aiming for your head, you'll cause a few of his shots to miss.

[tip]

AI opponents are less keen on head shots than humans. Crouching when you have no cover usually won't save you from AI foes.

Sprint

Click and hold the left analog stick while moving, and your character sprints. You can sprint until the sprint meter on the bottom of your screen runs out. At that point, you have to stop and let the meter recharge.

Sprint in the following situations:

1. **You're getting chewed up by weapons fire, and you want to reach cover quickly.**
2. **Explosives (such as grenades) are incoming, and you want to move as far away as possible.**
3. **You're running through a previously-explored area, and you want to get through it quickly.**
4. **In a multiplayer game, when you're in a medium- or short-range fight and trading fire with your opponent, sprint to make yourself harder to hit. This is especially true when you're in a circling fight at short range.**





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[tip]

Sprinting makes your shots less accurate, but if your opponent is close enough, you can still score enough hits to win the fight.

Sprinting during combat in the single-player game is less useful; taking cover is often the most effective way to fight AI-controlled enemies.

[tip]

Your sprint meter turns into an oxygen meter whenever you're underwater. Watch the meter carefully, and be sure to surface before it runs out. Otherwise, you'll take constant damage until you either drown or get out of the water.

Weapon Management

Once you've mastered the basics of getting from one spot to another, it's time to get acquainted with your arsenal.

Fire Weapon







Tap R1 to shoot single shots; hold down R1 to spray fully-automatic fire (if your weapon is capable of it).

If you have a non-automatic weapon, learn to tap the button quickly to squeeze off lots of shots. If you have an automatic weapon, be sure that your aim is true before holding down the button and emptying your magazine.

Your aim deteriorates if you hold the button for long periods of time, hosing down an entire area with automatic fire. For that reason, fire in short, controlled bursts. The exception is when the enemy is at point-blank range. In that case, hold down the button; extreme accuracy is not needed.

Reload

Tap ■ to reload your currently-equipped weapon. The reload only happens if you have spare ammo, and if the weapon isn't full already.

Weapons have different ammo capacities and reload times. Be aware of these differences, and plan accordingly. For example, a grenade launcher holds only one grenade at a time. You must fire it, and then immediately reload (or switch to your other weapon). Plan ahead, and use this weapon in situations that don't require a lot of ammo. If three opponents are charging toward your position from three different directions, for example, switch to a multi-shot weapon that can handle them all without reloading. Or, take out the first with the grenade launcher and quickly switch to a different weapon. Just don't sit there and reload.

Zoom/Iron Sights





Tap the right analog stick to zoom (for scoped weapons) or aim with the iron sights (for non-scoped weapons).

When you're in zoom/iron sights mode, your weapon is more accurate, but your movement is limited. Tap the right analog stick a second time to exit this mode, and regain your full mobility.

Sniper weapons benefit the most from this mode. For example, you can zoom in to two magnification levels with a sniper rifle; these magnification levels allow you to easily hit a target at extreme range. But even a machine gun or pistol gains a slight accuracy edge when you're in iron sights mode.

Use iron sights mode a lot in single-player games. It's useful in multiplayer games if you're behind cover, but avoid it if you're in a close-range, circling fight where you want to stay mobile.

Change Weapon

Press right on the D-pad to switch between your two weapons. (If you have only one weapon, this command does nothing.)

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[tip]

Learn to change weapons even in the heat of battle. This is particularly useful in multiplayer games, because you can surprise an opponent with a weapon he's not expecting.

Throw Grenade





Press R2 to throw whichever grenade type is currently selected.

Tap R2 to throw the grenade quickly, or hold it down longer to "cook" the grenade. Cooked grenades detonate more quickly. Just be sure to release them before time runs out, or they'll blow up in your hand—with disastrous results!

[tip]

"Cooked" grenades are harder for your opponents to avoid. They blow up quickly, giving the enemy very little time to run from the blast.



[tip]

You can safely hold an armed grenade for about two seconds. Any longer than that, and you're risking serious damage.

Your aim affects how far you can throw a grenade. Aim up to toss the grenade a long distance. Aim down to throw shorter distances.

Throw grenades around corners or behind cover to flush out hiding (or entrenched) enemies. Even if the grenade doesn't score the kill, this tactic helps you to get a clear shot at your foes.

Change Grenade

Press ● to switch between active grenade types (if you're carrying more than one). Each grenade type has different characteristics, and is useful in different situations. See the next chapter for details on all grenade types.

Always know which grenade is currently selected, or you might get an unpleasant surprise. For example, if you plan to drop a smoke grenade near your feet, be sure it *is* a smoke grenade. Hanging around with a live frag grenade is *not* a recipe for success.

Miscellaneous Commands

These crucial commands don't fit into any particular category.

Activate





Tap × to activate or use an item. The effect depends on what you're facing. Refer to the on-screen instructions for information on what exactly this button will do. Sometimes you can press up or down on the D-pad to perform different actions using the object.

For example, when looking at a table, you can press × to create cover, turning it into a useful piece of protection. It automatically flips up to protect whatever direction you're facing.

Use the D-pad to select other options, such as dragging the table around or tipping it on its side.

Each item has different options. Experiment to learn the possibilities.

Use Medipack



Press left on the D-pad to use the medipack. Your medipack has unlimited healing powers; each time you use it, you restore yourself to full health. The catch is that it takes a little while to use, and you can't move around much (or shoot) while using it. This makes you vulnerable, so you should only use it when you're fairly safe: when nobody's around, or when you're behind cover and fairly certain that an enemy isn't going to charge up to you.

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Player Menu

Press SELECT to activate the Player menu. The Player menu has several screens. Cycle through them by pressing left or right.



The Help screen gives you tips on how to play the game. Much of this information is presented in the first couple of levels.



The Intelligence screen lists every document, picture, or other bit of useful information you've collected. Cycle through the items and read their contents in this screen.

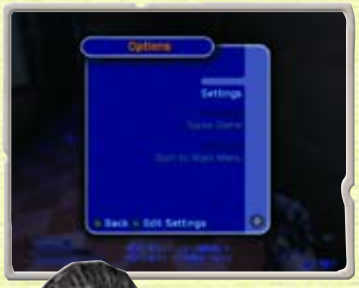


The Combined Items screen lets you fabricate useful items from the gear you've collected. It's easy to see whether you have enough pieces to build a particular item.



The Objectives screen lists both your current and completed objectives. (Completed objectives are clearly marked to distinguish them from active ones.) Refer to this screen if you're unsure what to do next.

Options Menu



Press START to pause the game and bring up the Options menu. Use this menu to adjust game settings, save the game, or quit to the main menu. Or, just use this button to halt the game while you take a break.



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Weapons & Gear

You can only carry two guns at a time. Since you can't turn yourself into a walking arsenal, you must make tough decisions about which weapons to hold, and which ones to drop.

This section analyzes every weapon in the game. Read on for suggestions on the right guns for every situation.

Weapons

Handguns

A handgun has decent range and accuracy. In a multiplayer game, a handgun will typically kill a lightly armored opponent in about eight body shots, though that number changes with pistol make, range of the shot, and hit location. Head shots always kill much quicker than body shots.

Typical handguns are single-shot, semi-automatic weapons. You can squeeze the trigger quickly in order to fire quickly, but this ruins your aim at longer ranges.

PSU 9mm (Standard)



- **Damage: Average**
- **Range: Average**
- **Accuracy: Average**
- **Ammo Type: 9mm**
- **Ammo Capacity: 15**
- **Max Reserve Ammo: 90**

The standard PSU 9mm appears only in multiplayer games. (In the single-player campaign, Andrew carries the suppressed version of this gun.)

This pistol deals typical pistol damage, but is somewhat less accurate than the suppressed version. In other words, you can get by with it for awhile, but don't keep it longer than you have to.

PSU 9mm (Suppressed)



- Damage: Average
- Range: Average
- Accuracy: Above average
- Ammo Type: 9mm
- Ammo Capacity: 15
- Max Reserve Ammo: 90

The suppressed variant of the PSU 9mm is Andrew Sterling's favorite sidearm. In addition to its stealth advantage, the suppressed PSU is more accurate than its non-suppressed cousin. The combination of silence and accuracy makes it the superior firearm.

288 9mm



- **Damage: Average**
- **Range: Average**
- **Accuracy: Average**
- **Ammo Type: 9mm**
- **Ammo Capacity: 15**
- **Max Reserve Ammo: 90**

The 288 9mm is slightly superior in accuracy to the non-suppressed PSU 9mm, but they are quite similar weapons. We'd rank the 288 9mm a notch above the non-suppressed PSU, but a notch below the suppressed model.

288 Special



- Damage: Average
- Range: Good
- Accuracy: Average (when not using scope), very good (when using scope)
- Ammo Type: 9mm
- Ammo Capacity: 15
- Max Reserve Ammo: 90

The 288 Special is an improved version of the 288 9mm. The main difference is the addition of a scope. When the scope is not used, this weapon is basically identical to a standard 288 9mm; when you use the scope, however, accuracy and range increases dramatically.

[tip]

The crosshairs of the 288 Special's scope take a little getting used to. Line up your target right atop the triangle at the middle of the scope.

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B93 Burst



- Damage: Average (Good at close range)
- Range: Good with first shot; poor with subsequent shots
- Accuracy: Average
- Ammo Type: 9mm
- Ammo Capacity: 20
- Max Reserve Ammo: 90

This machine pistol has better ammo capacity than a standard pistol, and fires in three-shot bursts. The bursts give you a significant edge in close combat, but since accuracy declines with the second and third shots, the Burst is less appropriate than other pistols for longer-range fighting.

Three bursts at close range will usually take down a lightly armored multiplayer foe.

Hardballer



- Damage: Very good
- Range: Above average
- Accuracy: Below average
- Ammo Type: .45
- Ammo Capacity: 7
- Max Reserve Ammo: 35

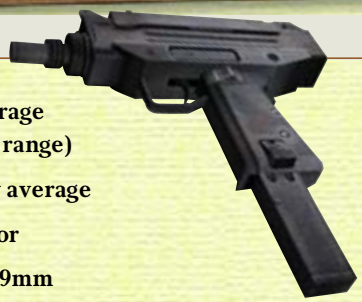
The Hardballer's accuracy is unremarkable, and its ammo capacity is meager. Its trump card is its power; a couple of body shots can level a moderately armored multiplayer foe.

This is an excellent pistol for multiplayer games, and a useful tool in the single-player campaign. Just watch the ammo in single-player; there isn't a lot of .45 ammo lying around.

Sub-Machine Guns (SMGs)

SMGs have more bullets and faster firing capacity than pistols, but their shots deal less damage on a 1-for-1 basis, and they tend to have spotty accuracy at medium range. The bottom line is that SMGs are typically better than pistols for close-up fighting, while pistols are often more effective at moderate range.

M-320



- Damage: Average (good at close range)
- Range: Below average
- Accuracy: Poor
- Ammo Type: 9mm
- Ammo Capacity: 25
- Max Reserve Ammo: 90

This cheap, common full-auto SMG lets you spray lots of hot lead quickly. Just make you're your target is close, or you won't hit very frequently. Pull out a more accurate weapon for medium-range and long-range battles.

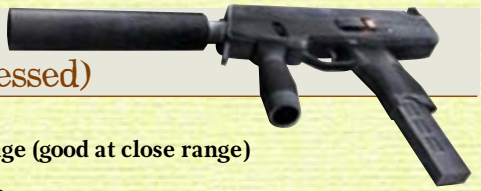
9mm TMP SMG (Standard)



- Damage: Average (good at close range)
- Range: Average
- Accuracy: Below average/poor
- Ammo Type: 9mm
- Ammo Capacity: 30
- Max Reserve Ammo: 90

Think of the 9mm TMP SNG as a slightly-improved M-320. It's got a bigger bullet magazine, and it's fractionally more accurate. There's no situation where you'd rather have the M-320 than the 9mm TMP SMG.

9mm TMP SMG (Suppressed)



- Damage: Average (good at close range)
- Range: Average
- Accuracy: Below average
- Ammo Type: 9mm
- Ammo Capacity: 30
- Max Reserve Ammo: 90

The suppressed version of the 9mm TMP SMG is even better than the non-suppressed version. Its accuracy is improved—especially on the first shot—and it makes very little noise. Like all SMGs, it "walks" up when you're holding down the trigger, so you need to compensate for the kick. But for an SMG it's quite an accurate weapon, suitable even for medium-range combat if you fire in short bursts.

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P5K SMG (Standard)



- **Damage: Average (good at close range)**
- **Range: Average**
- **Accuracy: Average**
- **Ammo Type: 9mm**
- **Ammo Capacity: 30**
- **Max Reserve Ammo: 100**

The P5K SMG is an excellent SMG. It has better accuracy than a typical SMG, holds lots of ammo, and is an excellent overall choice.

P5K (Suppressed)



- **Damage: Average (good at close range)**
- **Range: Average**
- **Accuracy: Very good**
- **Ammo Type: 9mm**
- **Ammo Capacity: 30**
- **Max Reserve Ammo: 100**

As with the other suppressed weapons, the suppressed P5K SMG is superior to the non-suppressed version. In addition to stealth, this SMG has really excellent accuracy, making it very good at mid-range combat.

P90 SMG



- **Damage: Very good**
- **Range: Above average**
- **Accuracy: Very good**
- **Ammo Type: P90 SMG ammo**
- **Ammo Capacity: 50**
- **Max Reserve Ammo: 200**

The odd-looking P90 has characteristics of an SMG and an assault rifle. Featuring a huge ammo magazine, strong shot power, good range, and good accuracy, the P90 is a versatile and effective weapon. It just doesn't have quite the range of a true assault rifle.

K53



- **Damage: Very good**
- **Range: Average**
- **Accuracy: Very good**
- **Ammo Type: 7.62mm**
- **Ammo Capacity: 25**
- **Max Reserve Ammo: 120**

The K53 is another hybrid weapon, a cross between a SMG and an assault rifle. Its firing rate is a touch slower than other SMGs, but its accuracy and power more than make up for the lack. It's an excellent short-to-medium range weapon.

Assault Rifles

Assault rifles are great all-around weapons. Their excellent power and good rate of fire makes them potent at close range, while their long barrels make them accurate at mid-range (and in some cases, long-range) combat. We strongly recommend carrying assault rifles for almost every situation, both single-player and multiplayer.

AKS47



- **Damage: Very good**
- **Range: Good**
- **Accuracy: Good**
- **Ammo Type: 7.62mm**
- **Ammo Capacity: 30**
- **Max Reserve Ammo: 120**

The AKS47 is a prototypical assault rifle, with better range (and accuracy over that range) than the average SMG. It also has excellent power. It's a solid and versatile weapon that you can hardly go wrong with, either in single-player or multiplayer games. However, there are definitely better assault rifles.

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M4A1



- **Damage: Very good**
- **Range: Good**
- **Accuracy: Very good/excellent**
- **Ammo Type: 5.56mm**
- **Ammo Capacity: 30**
- **Max Reserve Ammo: 90**

The M4A1 is a superior assault rifle. It's got the typical assault-rifle advantages of range and power, plus it's substantially more accurate than just about any full-auto weapon. This is one of the best guns you can carry, for absolutely any situation.

Stur ARG



- **Damage: Good/very good**
- **Range: Very good**
- **Accuracy: Very good/excellent with scope**
- **Ammo Type: 5.56mm**
- **Ammo Capacity: 30**
- **Max Reserve Ammo: 100**

The Stur ARG offers exceptional accuracy for an assault weapon, thanks in part to its integrated scope. This scope isn't as visually restrictive as a sniper scope, so it can be used to great effect at long range.

The Stur ARG isn't quite as powerful as certain other assault rifles, but its extraordinary accuracy makes it highly versatile. This is one of our favorite weapons.

G11 Assault Rifle



- **Damage: Very good**
- **Range: Very good**
- **Accuracy: Very good/excellent with scope**
- **Ammo Type: G11**
- **Ammo Capacity: 45**
- **Max Reserve Ammo: 100**

The G11 is unique. It fires three-shot bursts rather than a full-auto stream, and it has a scope that allows extra-precise shooting at long range (without limiting the shooter's view, as a sniper scope does).

This weapon's high ammo capacity, power, and scope make it an excellent gun. It's especially useful for players who like to shoot with precision; you can use it as sort of a mid-range sniper weapon, but without the clumsiness of a real sniper weapon when the enemy closes to short range.

The only possible downside is that an enemy with a full-auto weapon may have an advantage at close range, since the G11 is limited to three-shot bursts.

Shotguns

Shotguns are deadly-potent at close range, but their effectiveness tapers off drastically as the target gets farther away. If you carry a shotgun, we recommend also carrying a weapon with long-range power, and switching to it whenever necessary.

Pump Action Shotgun



- **Damage: Excellent at short range**
- **Range: Below average**
- **Accuracy: Average**
- **Ammo Type: 12 gauge**
- **Ammo Capacity: 8**
- **Max Reserve Ammo: 32**

The pump action shotgun can score one-shot kills at close range. At medium range, accuracy and power drops off substantially. You're likely to score partial hits than solid hits at that range, and partial hits are not very potent.

Double-Barreled Shotgun



- **Damage: Excellent at short range**
- **Range: Poor**
- **Accuracy: Poor**
- **Ammo Type: 12 gauge**
- **Ammo Capacity: 2**
- **Max Reserve Ammo: 32**

The double-barreled shotgun unloads both of its shells at once, effectively making it a one-shot weapon. It's terrifyingly potent at point-blank range, but accuracy drops off severely as distance to the target increases. We only recommend this weapon for situations where you can force short-range combat.

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Sawn-Off Shotgun



- **Damage: Excellent at short range**
- **Range: Very poor**
- **Accuracy: Very poor**
- **Ammo Type: 12 gauge**
- **Ammo Capacity: 2**
- **Max Reserve Ammo: 32**

Everything we said about the double-barreled shotgun applies to this gun, but more so. Power is excellent at short range, but this weapon is even less accurate at mid range than the double barreled. We don't recommend this weapon unless you're skilled at fighting up close.

Hammer



- **Damage: Very good at short range**
- **Range: Average**
- **Accuracy: Average**
- **Ammo Type: 12 gauge**
- **Ammo Capacity: 10**
- **Max Reserve Ammo: 32**

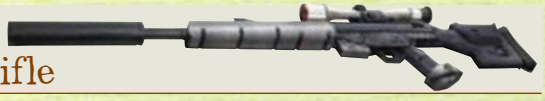
The Hammer has less raw power at short range than other shotguns, but its accuracy is superior to that of other shotguns, making it a much more versatile weapon.

Sniper Rifles

Sniper rifles have two zoom levels, allowing you to precisely target foes on the other side of a big map. They're powerful but slow-shooting weapons, and they're wildly inaccurate if you fire them without using the scope.

Expect to move slowly when carrying a sniper rifle.

PS1 Sniper Rifle

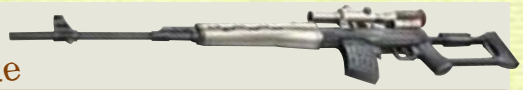


- **Damage: Very good**
- **Range: Unlimited**
- **Accuracy: Excellent**
- **Ammo Type: .338**
- **Ammo Capacity: 5**
- **Max Reserve Ammo: 15**

The PS1 is less powerful than other sniper rifles, but one big advantage is that it's semi-automatic instead of bolt-action. That means you can fire several shots quickly, whereas you have to wait much longer between shots with other sniper rifles.

Your personal style will determine how you like this weapon. If you like a lot of margin for error, this weapon gives you that. However, if you're a skilled sniper that usually hits on the first shot, you'll probably want something more potent, to ensure that your target goes down.

Dragunov Sniper Rifle



- **Damage: Very good/Excellent**
- **Range: Unlimited**
- **Accuracy: Excellent**
- **Ammo Type: .338**
- **Ammo Capacity: 10**
- **Max Reserve Ammo: 15**

The Dragunov is much like the PS1. It, too, is a semi-automatic weapon, so you can fire it very quickly. However, we consider the Dragunov much superior to the PS1 because of its larger ammo magazine and its superior power. If you prefer a fast-shooting sniper style, this is the weapon to get.

L96AW



- **Damage: Very good/excellent**
- **Range: Unlimited**
- **Accuracy: Excellent**
- **Ammo Type: .338**
- **Ammo Capacity: 5**
- **Max Reserve Ammo: 15**

The L96AW is a bolt-action rifle with a small ammo capacity. It's a serviceable, highly accurate weapon, but it's not our favorite sniper rifle. The Dragunov has better ammo capacity and fires much faster.

The one big plus of the L96AW is that it's quite accurate (for a sniper rifle) when used *without the scope*. In other words, if an enemy unexpectedly closes to short range, and you're forced to take a shot "from the hip," you may actually score a hit.

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L50



- **Damage: Excellent**
- **Range: Unlimited**
- **Accuracy: Excellent**
- **Ammo Type: .50 caliber**
- **Ammo Capacity: 10**
- **Max Reserve Ammo: 10**

The L50 is, in our opinion, the king of sniper rifles. That's not to say that it's perfect: It slows you down even more than the average sniper rifle, and its ammo supply isn't huge. On the plus side, it's semi-automatic (and therefore fast-shooting). But the real reason we love it is its power. If you're accurate enough to hit an elusive target, you want to be rewarded with a kill—and no sniper weapon is likelier to score the kill than this one.

Heavy Weapons

Heavy weapons slow you down a lot. The compensation is that no class of weapons deals out more punishment than heavy weapons—so it pays to learn how to use them.

PK-S Medium Machine Gun



- **Damage: Excellent**
- **Range: Average**
- **Accuracy: Poor**
- **Ammo Type: 7.62mm**
- **Ammo Capacity: 100**
- **Max Reserve Ammo: 500**

The PK-S is huge and bulky, and like other heavy weapons, it slows you down. It's also quite inaccurate, making it best suited for combat at close to medium-close range. On the plus side, however, it's an absolute beast that turns you into a one-man army. The weapon's power is exceptional, and its ammo capacity is so vast that you seldom have to reload.

KV-8 Dragon Flamethrower



- **Damage: Excellent**
- **Range: Medium**
- **Accuracy: —**
- **Ammo Type: Diesel fuel**
- **Ammo Capacity: 200**
- **Max Reserve Ammo: 400**

The KV-8 Dragon is a unique weapon. It fires a continuous spray of diesel fuel a medium distance, covering a large area. It takes a few seconds to finish off a lightly armored multiplayer foe with the Dragon. This in itself isn't great, but the flames obscure your target's vision, making it very tough to accurately return fire. Also, the target burns for a short time even after you stop firing.

All things considered, the Dragon is a very potent short-to-medium range weapon.

40mm Grenade Launcher



- **Damage: Excellent**
- **Range: Medium**
- **Accuracy: Player dependant**
- **Ammo Type: 40mm grenades**
- **Ammo Capacity: 1**
- **Max Reserve Ammo: 10**

The 40mm grenade launcher is a potent weapon that deals damage across a big splash zone. You don't need to score a direct hit to get a kill with this weapon—though you must be careful, as it's possible to hurt yourself with it.

The 40mm is a single-shot weapon that's slow to reload. On the plus side, it doesn't slow you down nearly as much as some of the other heavy weapons.

The grenades travel in a low arc, so you need to spend a little time mastering this weapon. But once you do, you'll find that it's exceptionally potent.

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Type 87 Grenade Launcher



- **Damage: Excellent**
- **Range: Medium/long**
- **Accuracy: Player dependant**
- **Ammo Type: 40mm grenades**
- **Ammo Capacity: 10**
- **Max Reserve Ammo: 10**

The Type 87 grenade launcher is an improved version of the 40mm grenade launcher. It has a big 10-shot magazine and the ability to fire relatively quickly, which makes it incomparable in dealing out raw devastation, quickly. The only downside is that it slows you down more than the standard 40mm grenade launcher, so if you prefer a highly mobile style of play, you might actually prefer the standard version.

RPG Launcher



- **Damage: Excellent**
- **Range: Very long**
- **Accuracy: Player dependant**
- **Ammo Type: 85mm HEAT**
- **Ammo Capacity: 1**
- **Max Reserve Ammo: 5**

The RPG Launcher is highly comparable to a LAW, the game's other straight-shooting explosive weapon. An anti-tank weapon, the RPG Launcher is extraordinarily potent. Its projectile takes a moment to get going, but it flies quickly once it gets up to speed.

A LAW rocket gets to the target faster than an RPG rocket, but the RPG has a slight edge in power.

LAW



- **Damage: Excellent**
- **Range: Very long**
- **Accuracy: Player dependant**
- **Ammo Type: LAW**
- **Ammo Capacity: 1**
- **Max Reserve Ammo: 5**

The LAW is a disposable, single-shot anti-tank weapon. You can wield one and carry five extras at a time.

LAW rockets are fast and highly explosive, so you can expect on-shot kills with a direct hit (and sometimes with an indirect hit).

Grenades

Grenades are a useful complement to your guns. Most grenades deal explosive damage across a moderate radius.

Grenades have timers; they explode when the timer expires. You can "cook" grenades by holding onto them for a second or two. This allows finer control over how long they'll bounce around before exploding. Just be sure not to hold them too long, or they'll detonate in your hand.

Smoke Grenade



Smoke grenades obscure vision in the area they're detonated. You can use them in various ways.

The classic use for smoke grenades is to block the enemy's view, so you can cross an area that would otherwise be too dangerous.

Smoke grenades can backfire, too. Enemies can come through the smoke and pop up right next to you, surprising you. Always be extra-alert when smoke grenades have been deployed.

[tip]

AI-controlled foes usually are better at seeing through smoke than you are. For this reason, smoke grenades are often not a good choice in the single-player campaign.

Fragmentation Grenade

Frag grenades are typical, run-of-the-mill grenades. Toss them at the enemy and they explode, dealing damage across a short radius. A lightly armored enemy in a multiplayer game can be killed with one well-placed fragmentation grenade.

Poison Gas Grenade



Poison gas grenades produce a deadly cloud of smoke for about 10 seconds. An enemy can only survive in that cloud for a few seconds.

You can create barriers with poison gas grenades, preventing enemies from charging at you, or pinning an enemy into a corner.

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Flash Bang Grenade



Flash bang grenades deal minor damage and interfere with the target's vision for a short while after the explosion. Use these grenades to set up the kill with a different weapon.

Incendiary Grenade



Incendiary grenades explode in a fiery blast, setting players in the area ablaze. This isn't enough to eliminate a healthy enemy, but it does deal substantial damage. Also, since the blaze lasts a little while, you can use these grenades to temporarily block off an area.

Combined Explosives

These explosive weapons are made by combining several components.

In the single-player game, you must pick up the components and then manually combine them. In multiplayer games, you automatically create the appropriate items whenever you collect the right components.

Molotov Cocktail



This homemade projectile is a lot like an incendiary grenade. The difference is that it has more explosive power when it blows up, so you're much more likely to score an instant kill with a Molotov.

Fire Bomb



Fire bombs have an 8-second timer. When they explode, they deal truly massive damage over a huge area. They're also heavy, so they can't be thrown very far.

"Cooking" these things is essential, because if you just toss them, an enemy has lots of time to get away.

Timed Explosives



Timed explosives are like huge fragmentation grenades. They have an eight-second timer and a large blast radius, though they are not quite as deadly as fire bombs.

Motion-Sensitive Explosives (Mines and Fire Bombs)



Motion-sensitive explosives lie dormant where you throw them. If someone gets close, they explode, usually with lethal effect. This makes them particularly fun in multiplayer games. Just remember where you put them, as you aren't immune if you get too close.

Armor

Unused Body Armor

Suits of body armor provide a great deal of protection. You'll typically find these suits in munitions crates, closets, and other containers. Occasionally they're just lying around—but not often.

Be smart about picking up body armor in the single-player campaign. If your armor gauge is nearly maxed out, don't pick it up. Most of it will be wasted if you do! Instead, remember the armor's location, and come back later—when you're more in need of protection.

Fallen Enemies' Body Armor

Search fallen enemies to collect their body armor. You can only do this in the single-player campaign and *not* in split screen/online multiplayer.

Armor taken from enemies doesn't provide as much of an armor boost as an intact suit. That's because it's been used—and you probably damaged it when you shot your opponent.

To maximize the armor bonus from fallen enemies, try to eliminate them with head and limb shots—*not* body shots. This minimizes armor damage, and ensures that it's still in good shape when you collect it.

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Combinable Items

The following items can be created when you find the right components.

Ingredients labeled "permanent" are never exhausted. So for example, if you grab one pair of wire cutters, that's all you need; they never go away or run out.

"Multiple use" ingredients can be used several times before they disappear. For example, a single gas can allows you to create several Molotov Cocktails. However, notice that when you build a fire bomb, the gas can is used up instantly.

Multi-Part Items

Item	Ingredient 1	Ingredient 2	Ingredient 3
Lockpick	Wire Cutters (permanent)	Metal Sprue	—
Hacking Device	Circuit Board	Bundle of Wire	—
Molotov Cocktail	Fuel Can (multiple use)	Empty Bottle	Strip of Cloth
Timed Explosive	Plastique	Alarm Clock	—
Sticky Timed Explosive	Plastique	Alarm Clock	Tin of Glue
Fire Bomb	Plastique	Alarm Clock	Fuel Can
Motion Sensitive Mine	Plastique	Motion Sensor	—
Sticky Motion Sensitive Mine	Plastique	Motion Sensor	Tin of Glue
Motion Sensitive Fire Bomb	Plastique	Motion Sensor	Fuel Can
Poison Gas Grenade	Ammonia	Bleach	—

[note] 原子武器爆炸的景象

Poison gas grenades are unique, because they can either be created (from ammonia and bleach) or discovered as-is.



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Strategy

This section gives you the basics on how to fight—and just as importantly, how to survive. The information is geared toward the single-player game; for multiplayer tips, check out the last section of this guide.

Understand the Enemy

The single-player campaign pits you against legions of AI-controlled foes. Understanding how they fight is the first step to victory.

Enemy Types

Your enemies aren't all identical. There are several basic types, all with different tendencies and abilities.

Guards







Guards are basic foot soldiers. They have a variety of names, but they're all fairly similar. Most of your enemies are guards of one type or another.

The lowliest guards appear frequently in the early levels. They tend to be lightly armored, and their primary weapon is a pistol, small machine gun, or light assault rifle. They're not hard to defeat.

More advanced guards, who may have titles like "elite soldier" or "riot trooper," tend to have bigger weapons, such as shotguns or assault rifles. They often wear helmets and/or body armor, so they're substantially harder to kill than the weakest guards. It may take several body shots to kill these guards, especially when you play at higher difficulty levels.



Some guards start behind Browning machine gun emplacements. They release the Browning and switch to their standard weapon, however, if you move outside the Browning's firing arc.

The toughest guards have rocket weapons, such as RPG Launchers or LAWs. These are some of the deadliest enemies in the game.

Grenadiers



Grenadiers have both an explosive weapon (a grenade launcher, or simply a pack of grenades) and a more conventional weapon. They throw grenades when you're at long range.

If you are close to medium range, grenadiers tend to alternate between firing their conventional weapon and throwing grenades.

Finally, if you get very close to them, grenadiers stick exclusively to their non-grenade weapons. At this point they behave just like guards.

Snipers



Each sniper possesses a long-range weapon and a backup weapon. They hang back instead of moving close to attack, and they use their sniper weapons to pick away at you.

If you do manage to close the gap and get close, a sniper will switch to his backup weapon and fight with that instead. However, your best bet is usually to kill the sniper with a sniper weapon of your own.

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Leaders



Leaders are smarter, more capable versions of guards. A soldier with "Sergeant" in his title is an example of a leader.

Leaders are less prone than guards to charge in by themselves. They tend to hang back and fire at range. A typical leader is more accurate with his weapon, and more durable, than a common guard. You may need to shoot him repeatedly, though a single head shot usually gets the job done.

Leaders often seek cover and wave their arm in the air, ordering nearby guards to charge in and attack you. As a result, guards are more aggressive, and more likely to charge your position, if there's a leader in their group.

Enemy Tendencies

Guards have a number of strategies.



Sometimes they stand in place and fire, even if they don't have any cover.



Other times they stand behind partial cover, or pop in and out of full cover, firing whenever they have you in their line of sight.



A guard behind full cover sometimes peeks around the corner before charging out to shoot. This is a great opportunity to score a head shot.





Some guards hang back; others get impatient and charge your position. You can use this tendency to your advantage by hiding, and forcing them to come around a corner in order to see you. This gives you an easy shot as they run around the corner.

Guards tend to be fairly inaccurate at long range, especially at the lower difficulty levels. At higher difficulty levels their accuracy (and deadliness) increases substantially.



Even at low difficulty levels, guards are particularly deadly at close range, so don't let them get too close. Always shoot at the nearest guards first! Only target distant guards after the close ones have been eliminated.

Grenadiers and **snipers**, on the other hand, tend to hang back and use their potent weapons. You either need to pick them off at long range (meanwhile moving around to avoid grenades, or taking cover to avoid sniper fire) or get close, at which time these enemies become more like common guards.

[tip]

Use grenades to blast snipers out of high perches.

Leaders are the toughest opponents of all. Use cover when fighting them. Don't charge into the open; be patient, and aim for the head to score quick kills despite their excellent durability.



Guards and leaders sometimes flank you. Be aware if your hiding spot exposes your backside. Ideally, look for cover in places that are hard to flank.

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To sum up your AI opponents' strengths:

- **There are lots of them.**
- **They're extremely deadly at close range.**
- **The smarter ones can use cover effectively.**
- **They're capable of flanking you.**
- **Grenadiers can flush you out of cover.**
- **Snipers can surprise you, and deal massive damage before you even know they're there.**

Their weaknesses:

- **Their long-range skills are weak.**
- **When fighting at close range, the are easy to hit; they won't do the fast-moving dodges that human opponents do.**
- **Aside from occasional attempts to flank, they are fairly predictable.**
- **If you hide, they often run up to you, exposing themselves to weapons fire in the process.**
- **They won't surprise you with unexpected weapons (for example, a pistol-wielding guard won't suddenly produce a shotgun when you approach him).**

General Tactics

Here are some general-purpose tactics that will serve you well throughout the single-player game.

Use Cover



Move tables, desks, and other objects into position to use as cover. You can't move other objects, such as walls, statues, and pillars, but they are equally effective as cover.

If you're behind partial cover (meaning, only part of your body is protected), you take less damage than you would if you stood in the open. If you're completely hidden by cover, you take no damage—but you have to pop out occasionally to fire a shot.

The best cover is often a low obstacle, like a turned-over table. You can crouch down behind this sort of cover and completely hide yourself from the enemy. Then, when you pop up to shoot, you still get the benefit of partial cover (as the table still protects your legs).

Fight at Range



Your AI opponents are less accurate at long range than you are, particularly if you zoom in or use your weapon's iron sights. However, they *will* deal heavy damage if they attack you from up close. The moral of the story: Fight them at medium-to-long range as much as possible. Avoid up-close combat because it can shred away your armor and health in seconds. Long-range fights are more manageable.

Don't Charge into Open Areas



Sometimes you'll find a courtyard or other large, open space that's packed with enemies. Do not charge into these areas, or you'll be torn to shreds. Instead, hang back and peek in. Pick away at the nearest enemies, shooting them quickly and then heading back into cover. Try to gun down a couple of them, and try to bait others to charge in and attack you where you're hiding. In this way you can whittle down your opponents to a manageable number. Only then should you consider entering the open space.

Avoid Flank-able Positions

If you plan to hide behind cover, find a spot that also protects your backside. If possible, back up to a wall or dead end. At the very least, try to make it hard for enemies to flank you *unnoticed*.

Force Corner Approaches



If you round a corner and see an enemy, immediately sink back and get your weapon ready. This technique encourages the enemy to run around the corner to get you, and presents you with an easy kill shot.

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Use Grenades vs. Entrenched Foes

Sometimes you'll fight enemies that are hidden behind excellent cover (and unwilling to leave it). Snipers and grenadiers are most likely to hang back like this and pick away at your health.



Grenades are your best bet for clearing out entrenched enemies. Lob them over or around your opponents' cover. The grenades either blow them up or force them out into the open, giving you a clear shot at them.

Fight at Proper Weapon Range



You can use some weapons, such as most pistols and small machine guns, at a variety of ranges. Use other weapons at very specific ranges. If you're carrying weapons that are distance-dependent, alter your fighting style to play to those strengths.

For example, if you have a shotgun or a particularly inaccurate machine gun, you'll deal the most damage at close range. In this case, close the gap more than usual, so you can bring your weapon's full strength to bear.

On the other hand, if you have a sniper rifle or an explosive weapon such as a grenade launcher, you are most effective against distant targets. Stay back as much as possible, and never charge in with guns blazing.

Carry at least one weapon that's effective at multiple ranges, or a weapon that complements your other gun's range. For example, carry a shotgun with your sniper rifle, and switch to the shotgun if your enemy gets within a certain range.

Be Prepared to Move



Cover is fantastic—until a grenade falls down beside you, or a bunch of enemies run to a position where they can see around your cover. When these things happen, you need to be prepared to run.

Always have a fallback site in mind, and be ready to go there if your current position gets too dangerous. Remember that you can sprint!

Retreat to Familiar Ground

If you're getting pounded and you're extremely low on health, don't be afraid to sprint way back into a part of the level you've already explored. Previously-explored terrain tends to be safe, because you've killed all the enemies there. Also, you may have left body armor or ammo behind, and you can collect it when you return.

Run as far as necessary to heal yourself and gather your wits. Then turn around and face the enemy once again.

Heal at Appropriate Times



Your medipack can fully heal you any number of times, but it does take awhile to work. You're practically immobile while using the medipack, so it's important not to start healing yourself when you're still in your enemies' line of sight.

If you're heavily wounded, back up until you're in a safe spot. Only then should you whip out the medipack. Premature healing attempts will slow you down, and a stray bullet is likely to catch you before the medipack can work its wonders.



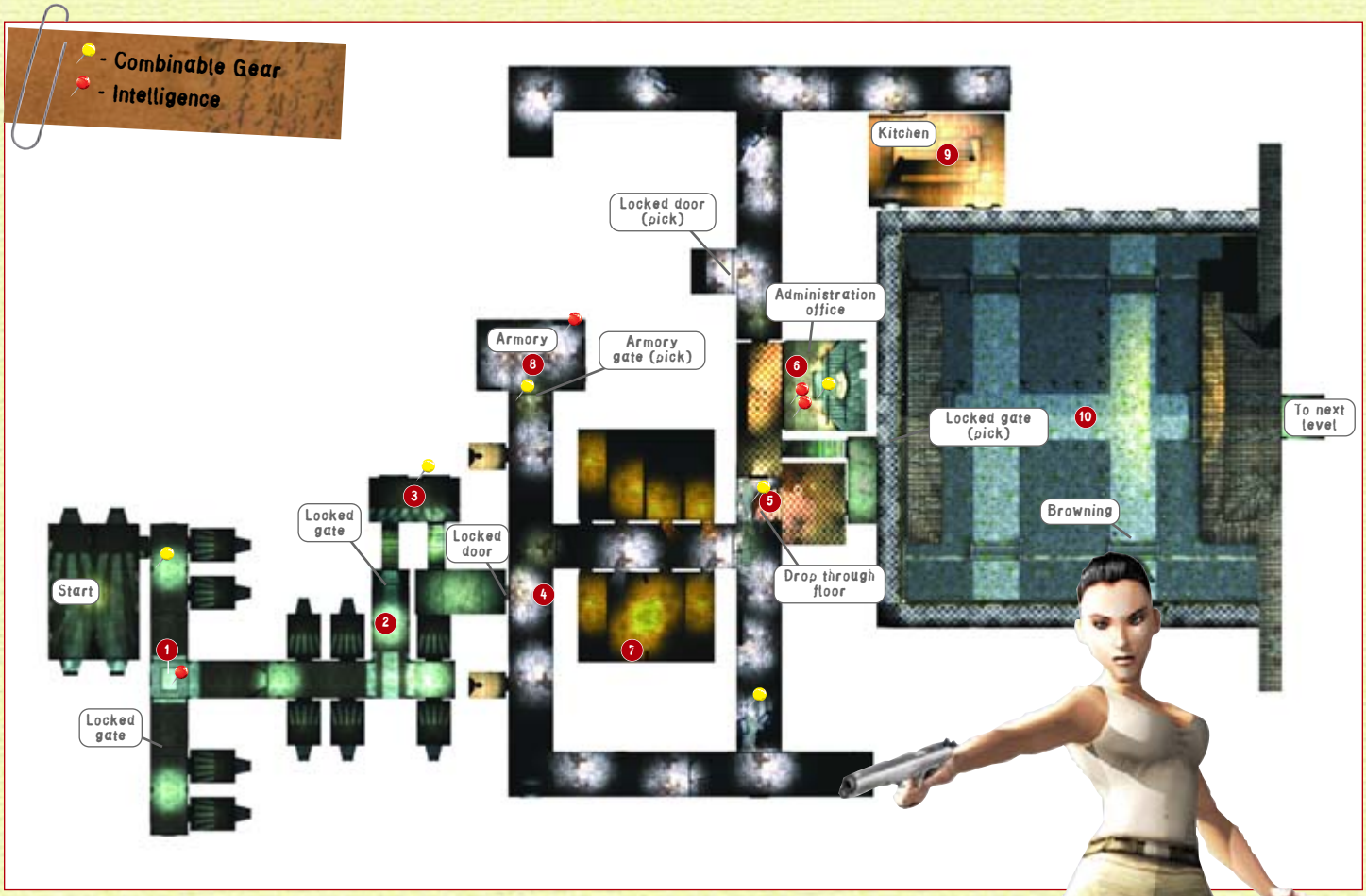
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Walkthrough
Chang Political Prison

The game begins with Andrew Sterling in a very unpleasant place: Chang Political Prison. He's been captured by the Chinese, and is scheduled for execution. Fortunately for him, a fellow agent, Kim, has broken in and provided him with a weapon.

The escape route isn't exactly *clear*, but you now have a fighting chance. This walkthrough will help you escape the prison.

Cells



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Kim enters the cell. Follow her instructions, and use the medipack to heal yourself. Kim then exits the room.

[New Objective] Rendezvous with Kim



Play around with the objects in your room for a bit. Learn how to drag items and create cover. Leave the room when you're through.



Exit the cell and join Kim in the intersection, grabbing your first bit of intelligence (a sheet of written instructions) from the wall as you go.

[tip] 原子武器場地的景象

Read intelligence immediately after collecting it. Sometimes intelligence offers clues on what to do—or what **not** to do.



Kim tells you to find the prison administration office; then she crawls up a rope and disappears.

[New Objective] Locate Administration Office



Search the dead guard and grab the wire cutters. This is the first ingredient necessary to create lockpicks.



Note the locked gate to the south; you can't open it yet. Instead, walk east, though an unlocked gate. Smash crates to grab ammo.

[tip] 原子武器場地的景象

Plain, unmarked crates don't contain anything useful. Only the dark green ones contain ammo. Knowing this saves you time; you don't have to smash all those plain crates!

When the hallway hits a junction, look to your left and shoot a guard behind a desk. Also, shoot any other guards that come down the stairs behind him (they'll attack if you made lots of noise killing the desk guard). Search the desk guard's body; he has a set of keys.



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[note]

After this point we'll assume that you always search bodies and always break marked ammo crates, and we'll stop instructing you to do so. Just make sure to stay in the habit of grabbing everything in sight.

[tip]

At this point, backtrack and unlock the gate back at the intersection where Kim crawled up the rope. Grab some extra ammo from a box behind that gate. Return here when you're done.

There's a locked gate behind the desk guard. Unlock it and ascend some stairs, killing any guards in the way. Grab ammo on the way up, and take armor from the pale green munitions crate. Also notice a second piece of intelligence: a letter on the wall.



[tip]

Feel free to grab one of the guards' pistols at any time. Guards' pistols use the same 9mm ammo as your starting weapon.



Upstairs, you emerge in a room with a table. Open a door and prepare for an onslaught. There are lots of guards up here. Duck back into the room with the table and use it for cover, if you're in trouble.



[note]

Notice the alarm on the wall. Prevent guards from triggering the alarm to ensure that they don't rush you all at once.



When the guards are finished, grab cell block keys from a wall cabinet opposite the door.



Go north and approach the armory gate. Read the intelligence posted by the gate. You'll need lockpicks to get inside the armory.

[New Optional Objective] Access the Armory



Explore the cell block area. (For fun, look for the drunken guard with the intelligence beside him, and the guard in one of the bathrooms.)

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Look for a place with weak floorboards. Drop through the floor, into the interrogator's chamber.

You get a brief glimpse of the interrogator through a door. Then he disappears and two guards appear. Kill the guards and collect the interrogator's notes (a piece of intelligence on the wall).



[New Optional Objective] Eliminate the Interrogator

When you've cleared out this lower room, go back upstairs, and you'll find the administration office.



[New Objective] Destroy the Computer Records



Enter the administration office and kill the guard. Grab two metal sprues from a desk and make them into lockpicks. (There are also wire cutters in the desk drawer, but you have one already.)



Grab a piece of intelligence from the computer desk, and then upload the data bomb to delete Andrew's records from the prison computers.

[New Objective] Locate the Courtyard



A nearby door opens. Kill the guards behind it, but don't go through it yet. Instead, backtrack toward the armory, peeking into all the cells along the way. The interrogator, a man in a white shirt, has hidden in one of these cells. Kill him to complete an optional objective.



Unlock the armory with one of your newly made lockpicks. Grab some ammo and another metal sprue in the armory. Also grab an AKS47 assault rifle and body armor. Then return to the door by the administration office.



Go north through the door. Pick open a side door for some extra ammo and armor, and then keep moving. When you reach a pile of junk, crouch down and crawl under it.

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Enter the prison kitchen. After searching the kitchen for food (which heals you if you're injured), open the rightmost window's shutters and hop out into the courtyard.



[note] 原子武器塔炸的景象

You don't have to kill non-combatants, such as the cook.

[New Objective] Clear Courtyard of Troops



You're now in a big courtyard with lots of troops and a Browning machine gun post. Read the sidebar for tips on clearing the area.

Clearing the Courtyard

Browning machine guns can shred you quickly, so you cannot stand in their line of sight for long. The best ways to deal with them are to throw grenades at the operator, or to flank the operator until he can no longer aim the Browning at you. At this point he'll leave the Browning and attack you with his normal (less-deadly) weapon. Since you have no grenades at this point, you must use the second approach.

Crouch and sneak along the right side of the courtyard until you reach the locked gate. At this point you can either pick the lock and sneak all the way around back of the Browning (safest method), or get into the open and run (saves a lockpick). If you opt to run, get to the side of the Browning as quickly as possible, to escape its firing arc. Then kill the guard who was manning it, and sink back behind cover to fight the rest of the guards.

Optionally, take control of the Browning and mow down all remaining guards in the courtyard. Many more spill out through the eastern doors; gun them down as they appear.

[New Objective] Escape Courtyard



Clean up ammo from boxes and fallen guards in the courtyard. When you're through, go through the eastern door to proceed to the next map.

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Courtyards



You've escaped the heart of the prison, but you're not all the way out yet. Your next task is to navigate the courtyards and enter the catering wing, which should provide easy access to the outside.

[New Objective] Locate the Gates to the Catering Wing



Open the door and enter the big courtyard. Fight the guards out here.

[tip] 原子武器場外的登录

If you get in trouble, sink back into the starting hall, or hide behind the big lion statues. Zoom in for slightly improved aim when fighting at long range.

Be patient; there are lots of guards. Search all of the bodies when you're done.



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[note] 原子武器場地的登录

Search all the guards to collect several strips of cloth (for Molotov cocktails) and one metal sprue. Immediately make a lockpick. The Molotovs will have to wait for later.



Proceed through the courtyard and open some munitions crates near a heavy wooden door. Then go through the door.



Just beyond the door, grab an intelligence paper from the wall. Open the munitions crates near the paper to get your first grenades.

Go through some doors into the next big courtyard. There are more guards out here. Duck out from your hallway, shoot a couple, and duck back. Use cover. Optionally, try out your new grenades!



[tip] 原子武器場地的登录

Your opponents may use smoke grenades, which block your view. Either wait until the smoke disperses, or use it to your advantage as cover. You can run through the smoke to get close to enemies you'd have trouble approaching otherwise.



At the north end of the courtyard are the gates to the catering wing. The intelligence paper on the wall tells you they're locked. Turn around; a few new guards attack from the south.

[New Objective] Find Alternative Route through Barracks

[New Optional Objective] Locate Intelligence on Guard Density



Read another message on the wall in this area. Then go south, taking the doorway from which the new guards appeared.



Locate the barracks door. Shoot a guard out of a high window to the west. Then read a letter beside the barracks door. (This completes the optional objective.) Enter the barracks.

There are lots of lockers and drawers to search in the barracks. The western room contains body armor, ammo, a letter, a metal sprue, wire cutters, and a meal.



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The eastern barracks room contains a few guards. Gun them down, and be aware that one may try to get behind you.



Search the eastern barracks room. You'll find two more pieces of intelligence in a drawer. Take the keys from the key cabinet along the wall. Also, notice the empty bottles on the floor (useful for making Molotovs).



Open the door leading out of the barracks area. A truck smashes into the wall to the north, and a bunch of riot guards hop out.



Sink back into the barracks area, and force most of the troopers to run around the corner to attack you. Pick them off as they appear. Then deal with the guard that stays in back of the truck, manning the Browning machine gun.

[note] 原子武器場地的登場

The riot guards have pump-action shotguns. Swap your 9mm pistol for one of these.

[tip] 原子武器場地的登場

Either peek out from behind the barracks door to snipe the Browning gunner, or throw out a smoke grenade and run through the cover to get close to him. Then you can finish him off at close range.

[New Objective] Search Truck for Items



Run up to the truck. Grab the gas can; now you can make five Molotov cocktails. Also, open the storage box on the side of the truck, and grab the two shaped charges.

[New Objective] Return to Gate and Set Shaped Charges



Backtrack through the barracks, all the way to the catering wing gates (❹ on the map). Watch out for a guard ambush as you make your way back! Place a shaped charge on the gates and stand back as they explode.

[New Objective] Make Your Way to the Outer Courtyard



As the gate is destroyed, you notice a military helicopter flying overhead. Ignore it for now; you deal with it later. For now, go north through the destroyed gates.

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You're now in a courtyard with gutted pigs hanging from racks. Look for another gas can in the corner of this area. Near the gas can, you can get a shotgun and assault rifle from munitions crates, if you failed to get them before.





The next courtyard area has an L-shaped pool. Grab body armor from the bottom of the pool, and pick up some empty bottles nearby. Then exit to the south.



Grab a metal sprue from a restroom, and then follow a corridor to the catering kitchen. Grab empty bottles from a corner of the kitchen. Search refrigerators for meals.



There are two letters stuck to the kitchen wall. Grab both. One is a food safety report; the other mentions that guards sometimes gamble in the storeroom.

[New Optional Objective] Access the storeroom



The storeroom door is ahead. Pick the lock, enter the storeroom, and grab supplies—including body armor and grenades. Return to the kitchen and take the other door.



The outer courtyard is a big area occupied by prison guards and two Browning machine guns. Refer to the previous tip for defeating this type of enemy.

[New Objective] Clear the Courtyard of Enemy Troops

[tip]

The easiest way to clear the courtyard is to first sink back and let any nearby guards come around the corner. Once they're gone, throw smoke grenades into the courtyard to foil the Brownings. Then run into the courtyard. Stick to the east or west wall, using the lion statues as cover, and throwing more smoke grenades. Dash from one cover spot to the next until you're far enough behind a Browning to make the operator abandon it—then gun him down. At that point assume control of the Browning, or just kill the rest of the guards with your usual weapons.

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[New Objective] Rendezvous with Kim in the Corner of the Courtyard

When the courtyard is free of guards, you're instructed to rendezvous with Kim in a corner of the courtyard. Grab body armor from munitions crates scattered around the courtyard, and restock on ammo. Then go to the indicated corner.





When you reach the corner, the military helicopter returns. It drops a few paratroopers in the courtyard.

[New Objective] Eliminate the Helicopter Troops



Jump onto the nearest Browning machine gun and mow down the troops.

[New Objective] Destroy the Helicopter



Now you must destroy the helicopter itself. See the sidebar for details.

Fighting the Helicopter



Use the Browning machine guns to destroy the helicopter. Start out on the nearest Browning, and switch to the other one if you need to get a better angle. If the helicopter starts pounding you too badly, get off the Browning, hide by a wall, and heal yourself before returning to the Browning to finish off the helicopter.

The helicopter has two main weapons: guns and missiles. You can take a fair amount of gunfire but the missiles are lethal. If you see the helicopter fire missiles, abandon the Browning and run away. The missiles will harmlessly detonate near the Browning.

Remember that there are munitions crates with body armor scattered across this courtyard. Stock up if you become severely injured.

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[New Objective] Rendezvous With Kim in the Next Courtyard



When the helicopter falls, go through a gate to the east. Now you're in a new courtyard, where a bridge crosses some low ground. The bridge is blocked by burning helicopter wreckage.

[tip]

Stay back from the burning wreckage, or you'll set yourself on fire!



Pick off guards on the other side of the courtyard. Only cross the low central area when most of the guards have fallen.



Run up to Kim. She dashes out through a door.

[New Objective] Escape the Outer Courtyard



Follow Kim through the door to exit this level.

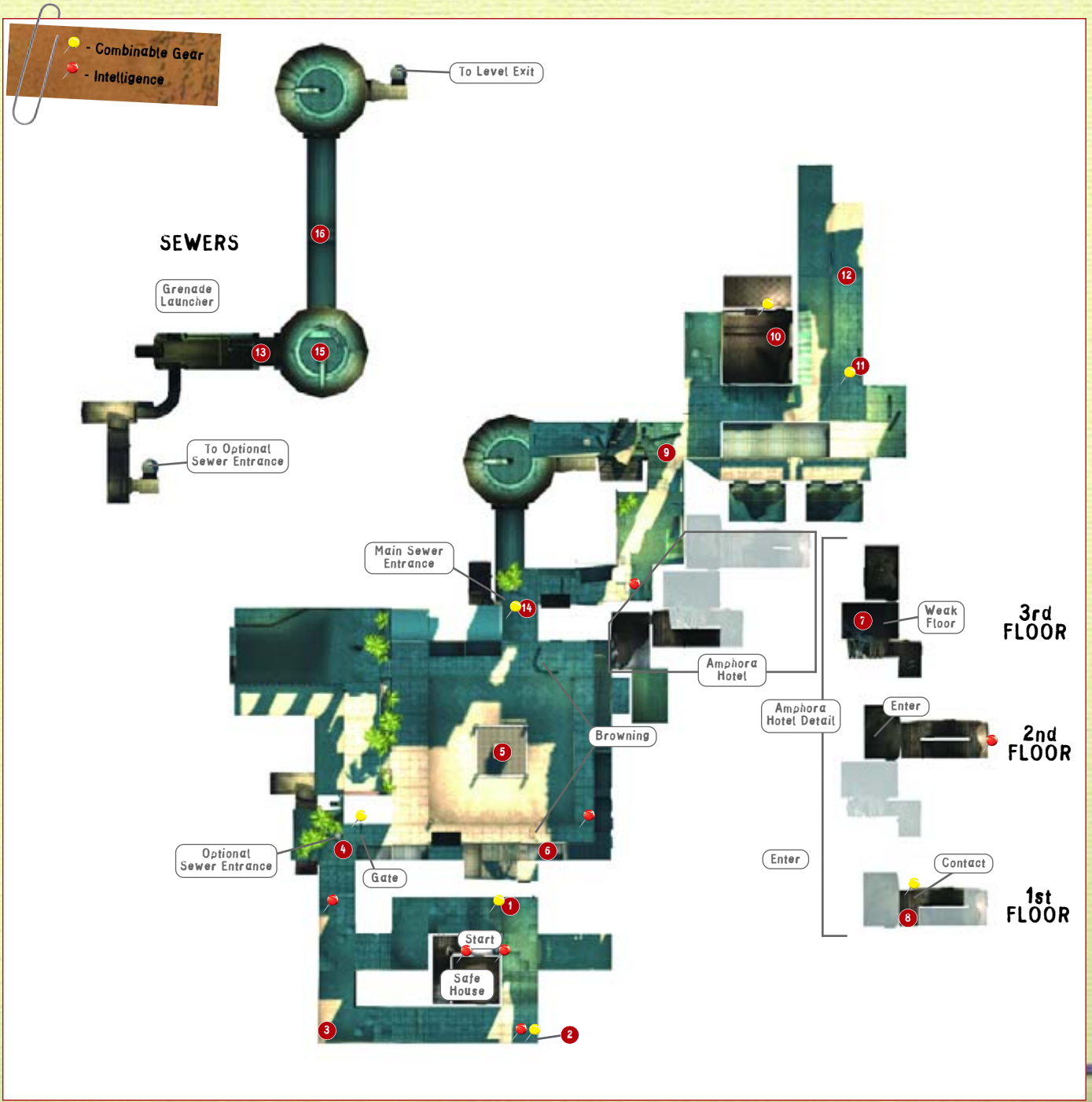


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Qattara

Andrew's next job takes him to the Qattara Depression in the Egyptian desert. This locale is home to Amenkaht Ali-Salah, a businessman with a "special" project in the works. Figuring out what that project is will be Andrew's top priority.

Old Town



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[New Objective] Place Three Surveillance Cameras



You start out in the stairwell of a safe house. Kim is inside, but she won't let you in until you place three surveillance cameras outside.



Go outside and look for indicators showing where to place the cameras. Place the first one on the wall near some steps.



Place the second camera in a corner, above a pile of fruit crates. You'll need to move one of the crates.

[note]

Check out the intelligence item near this camera site. It gives a clue that you can open the garage door nearby. Do it. You can collect ammo, body armor, and a metal sprue from the cargo bay behind it.



Place the third camera behind a dumpster. Drag the dumpster aside to ease placement of the camera.

[New Objective] Join Kim in Safe House



All three cameras are now placed. Return to the safe house and go inside.



Listen to Kim's instructions. Collect a metal sprue from her desk drawer, as well as some body armor, ammo, and empty bottles. Then exit the safe house.

[New Objective] Meet Contact in Amphora Hotel



A few goons are in the streets near the safe house. Kill them, grab their M-320s, and proceed to an open metal gate that gives access to a town square. Grab a paper from the wall and read it.

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[tip]

The paper tells you there are some goodies in the sewer beneath you. The manhole is nearby, but you cannot open it without a lever. Return to this spot later.



You must eliminate the horde of enemies in the town square. Refer to the sidebar for suggestions.

The Town Square

The town square is a tough nut to crack. There are tons of soldiers and two Browning machine guns in here. Charging in is a bad idea.

There's a dumpster near the entrance to the town square. Stand behind it and pick away at foes in the square with careful shots. Target red cylinders: they're explosive, and can be as deadly as grenades.

Take out the Browning gunners from afar. Some soldiers charge you; shoot them at close range. If you run out of ammo, run a short distance into the square and grab the K53 machine gun from a fallen foe. Then get back to cover.

When everything has settled down, enter the square and clean up stragglers. Look for a gas can, some armor in munitions crates, and lots of ammo on fallen enemies.



Climb a metal staircase on the town square's south side. Follow a walkway around to the Amphora Hotel's second floor.



Enter the hotel through a hole in the wall. Climb the broken stairs to the third floor. Locate a room with a visibly weakened floor. Walk onto the floor. It collapses, and you fall.



Make your way down to the first floor and talk to your contact. He gives you a lead to the new town. Grab the supplies stacked in here before unlocking the door and leaving.

[New Objective] Locate the Gate to the New Town



Unlock a gate that leads back toward the town square. Read the paper posted on the wall beside the main sewer entrance.



Backtrack through the gate and head north. You'll see that the New Town gate is completely blocked. Your only hope is to enter the sewers.

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[New Objective] Find a Way into the Sewers



A bunch of gunmen attack. Kill them all, then wander into an open-air café. Grab a crowbar from the café's bar. Also look for supplies and intel.



A few more goons show up. Kill them. Then grab a note from a post near some scaffolding. (There's another crowbar near the scaffolding, as well.)



Climb up a ladder, on top of the scaffolding. From here you can kill a couple of enemies on a high ledge, and jump over to where they were. Collect ammo, armor, and grenades before dropping back down.



Go back through the town square, all the way to the optional sewer entrance marked on your map. (The main sewer entrance is closer, but ignore it for now.)



Pry open the optional sewer entrance manhole and drop down. Follow the sewer until you find a box with a 40mm grenade launcher. Take the weapon and ammo, and get out of the sewer.



Now re-cross the town square again. Go to the main sewer entrance and pry it open. Get down there!

[New Objective] Locate Underwater Pipe from Circular Chamber



Find a tall ladder near rushing water. Climb down and get into the water. You might notice that you're next to the spot where you just collected the grenade launcher.

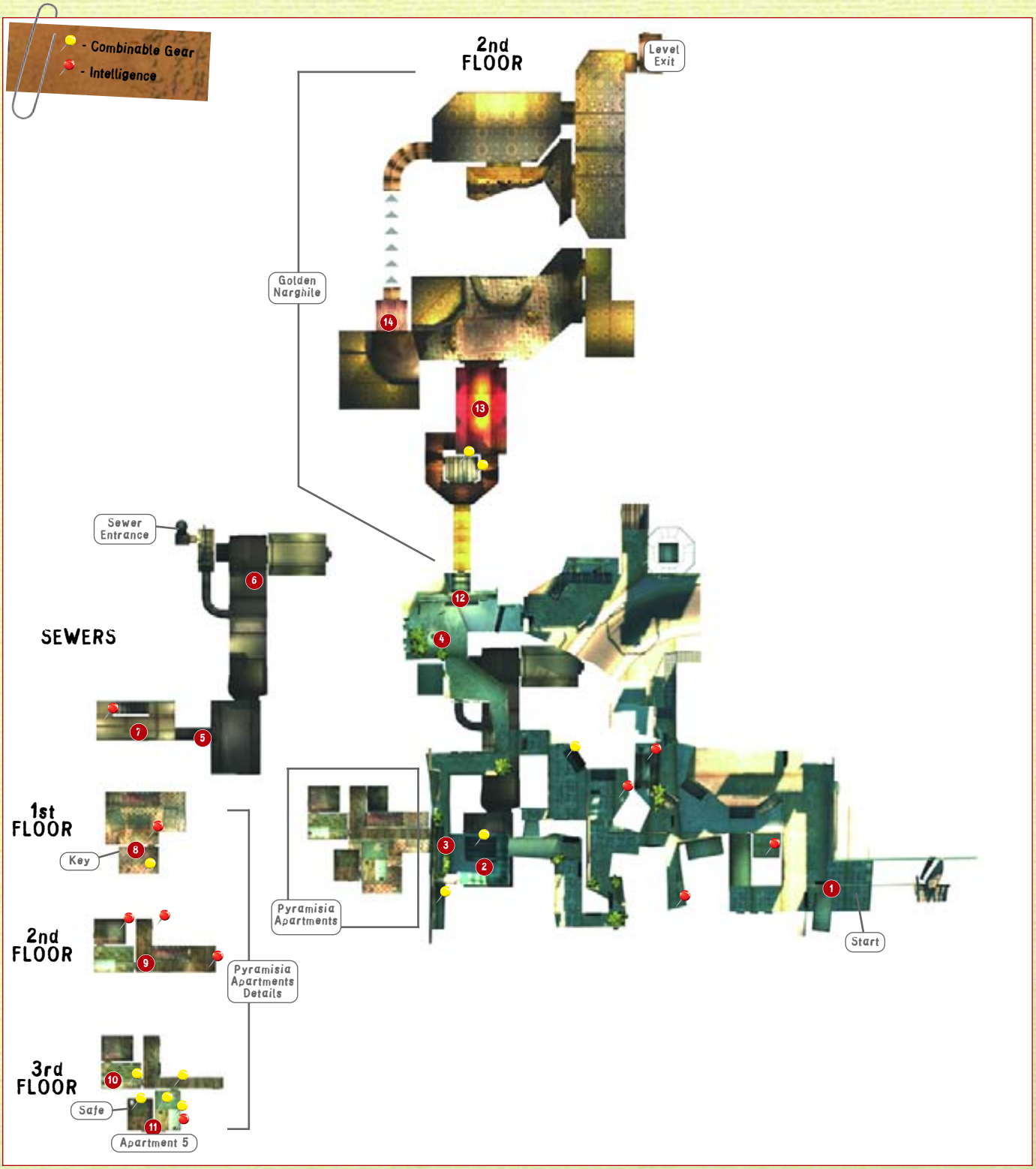
[New Objective] Get to the Gate to the New Town



Dive underwater and swim through the underwater tunnel. Get out of the water and climb out of the sewers on the other end. Go through the gate to complete this level.

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New Town



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[New Objective] Locate the Pyramisia Apartments



You emerge in an alley near some shops. Peek out and gun down a soldier on a nearby rooftop. Then sink back and deal with more foes that approach at ground level.



Move out and investigate the streets. Look for a metal sprue in a shop, and be aware of red canisters, which you can shoot to score easy kills.



Explore the alleys until you see the front of the Pyramisia apartments. Stop here and kill a few guards.



Before approaching the apartments, collect three pieces of intelligence from the area. One's lying on a ramp, one's to the left of the Pyramisia front door, and one (a party flyer) is on a wall in a nearby alley.

[tip]

You'll find munitions crates with Plastique and grenades near the party flyer.



Approach the Pyramisia door. The manager has barricaded the door; you must enter through the sewers.

[New Objective] Access the Sewer System



Follow the on-screen indicator. It leads you to a sewer entrance, near the front door of a place called the Golden Narghile.

[note]

If you try to enter the Golden Narghile, a man asks for your password. You don't have it yet, so a pair of guards appears and attacks you.



Enter the sewers. Climb down to the bottom level and look around. You need to enter a pipe that's too high to reach.

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At the other end of the sewer is a lever labeled "sluice operation." Throw the lever to floor the sewer. Then swim through that pipe you saw earlier, and emerge in the Pyramisia basement.

[New Objective] Find Hanif Hassan's Room



Grab a pair of wire cutters and other gear from the basement. Also, search an old sofa and grab a key from it. Then take the stairs up to the first floor and unlock the door at the top.

Grab the room 5 key from a wall cupboard behind the front desk. Also, pick the lock of the door behind the desk. You'll find intelligence in a filing cabinet back there, as well as a sawed-off shotgun in a locked munitions case.





Explore the second floor. You'll find a few useful combinable items in an apartment, a bathroom, and a hall chest.



Pick the lock of apartment 6 on the third floor. Search an old sofa for intelligence, and check the kitchen cupboards and bedroom for useful items.



Grab a note from the wall by apartment 5, then go inside.

[New Objective] Search for Hanif's Safe



Grab a photo from a shelf in the living room, and a note from the kitchen counter. Also grab some combinable gear.



Enter the bedroom and drag a bed aside to reveal the safe. Open the safe to get another piece of intelligence. You learn that you must now visit the Golden Narghile.

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[New Objective] Locate the Golden Narghile

[note] 原子武器場外的登录

Goons burst into the apartments at this point, so you'll have to fight on your way out.



The front door to the Pyramisia is now open. Go down to the first floor and exit, fighting guards, and make your way back to the Golden Narghile entrance.

[New Objective] Gain Entrance to the Golden Narghile



Talk into the intercom to gain entrance. Go behind the front desk and grab two pieces of intelligence, plus assorted useful gear. There's a grenade launcher back here, if you don't already have one.

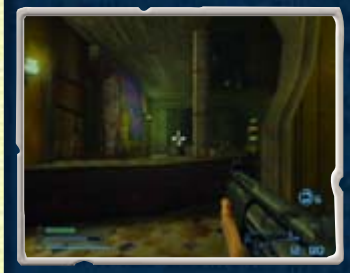
[New Objective] Seek Hanif Hassan

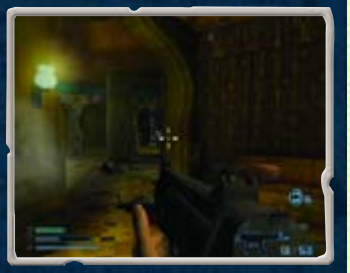


Proceed to a red-tinged entry hall. Notice the guards in the main room, up ahead.

The Golden Narghile

You approach the main bar area of the Golden Narghile though a red-tinged hall with oil lamps. Normally, your best strategy would be to tip up some tables and attack from back here. However, there's a huge, flammable piece of fabric overhead. If you stay back here it will fall on you and burn you.





Instead, charge into the bar area, shooting down anyone nearby. Get behind the bar, or move into one of the semi-protected, walled areas in the club's main area. Keep moving, and keep gunning down guards. This is a tough fight, but you'll have a decent chance if you *stay away from that red-colored entry hall*, which turns into a blazing inferno shortly after you first attack.



After most of the enemies on the lower floor are eliminated, scour the area for armor and ammo. Then go up the stairs.

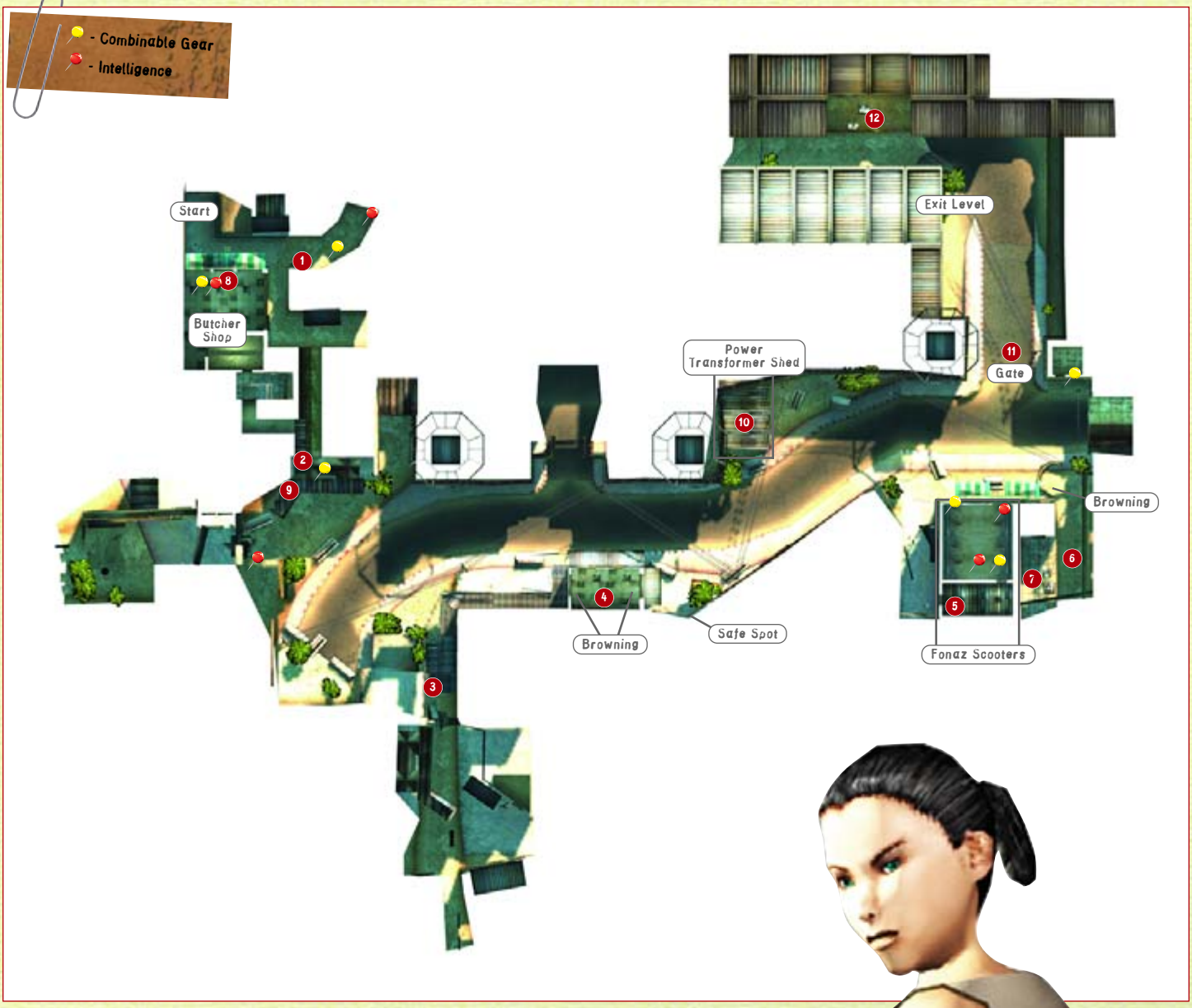
[New Objective] Escape the Golden Narghile

There are more guards on the second floor. Methodically deal with them all. Then locate a restroom and go inside. The level is completed when you approach a ladder that leads to the window.



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Compound



After escaping the club, Andrew finds himself near a butcher's shop where Kim is hiding out. The first task is to have a look around.

[New Objective] Recon the Perimeter of the Butcher's Shop



You start out near a butcher shop. Grab gear from crates in the alleys here, and take a recruitment poster from a nearby wall.



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Head south and your reconnaissance is complete. Grab a paper from a wall. You're now looking out at a wide east-west street.

[New Objective] Track down Hanif Hassan

[tip]

The paper you just grabbed explains that you can shoot cars in this area, detonating them like grenades.



There are guards out in this street. Hang back and shoot them. You can detonate cars and red canisters to make the job easier. Be prepared to retreat, because at least one grenadier has a grenade launcher!



The street leads due east, but instead of walking down it, cross it and go up some stairs on the south side. Follow a ledge to a spot with two Browning machine guns and some gear.



Man one of the Brownings and gun down several guards in the windows of a nearby building.



Get back down to street level and move east. Watch out for a guard manning a Browning at the end of the street. Grab a piece of intelligence from a door when the Browning operator is down.



There's also a piece of intel posted on the front of the Fonaz Scooters building. Grab it, then pick the lock on the side of the building and go inside.

Grab more intel from a desk in Fonaz Scooters. Also grab ammo and gear. Among other things, you can get a Hardballer pistol from a locked case.



Exit the shop and proceed to the end of the street, by the lone Browning. Enter an alley and approach a ladder. A movie plays, in which Andrew climbs the ladder and kills Hanif Hassan, and obtains the blueprints he needs.



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[New Objective] Rendezvous with Kim



While you're on the roof, grab a pair of surveillance devices. You get an optional objective: Place these devices on local telephone exchange boxes.

[New Optional Objective] Plant bugs on both telephone exchanges



There's a telephone exchange on the roof. Open the box and plant the first of the two devices. Then get back down.



Man the Browning at the end of the street. A trickle of guards appears; mow them down. Only leave the Browning when you're sure you've got most of them.



Make your way back toward the butcher shop where you began the level. Be aware that a guard has manned one of the Brownings overlooking the street; you'll have to pick him off with careful shots before proceeding.



Get to the butcher shop door. Kim lets you in, and a movie plays.



When the movie ends you automatically grab some shaped charges. Also grab some miscellaneous gear and the intelligence on the counter. Take the Dragunov Sniper Rifle on the table.

[New Objective] Set Explosive Charges on the Power Transformer



Exit the shop's rear entrance and take the stairs to a sniper balcony. Snipe any foes you see in the street. (Kim helps you.)

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When no more targets appear, go back downstairs, exit the butcher shop, and move east along the broad street. Make your way toward the power transformer shed. You'll have to kill a couple of guards in high windows, and several more on the street, as you go.



[tip]

Use the sniper rifle to pick off the guards in your path.



Enter the transformer shed. Place both explosive charges on the transformer, and then run to the safe area indicated on your screen.



The transformer explodes. A movie plays, in which Kim is captured by the enemy. When you regain control of Andrew, a truck full of guards has appeared in the street.



The truck crashes the gate near the end of the street and stops. Guards emerge in the street and on the wall above the truck. Pick off all of them with your sniper rifle.



Go through the gate the truck destroyed. Do *not* go directly to the level exit door. Instead, look for a ladder in an alley beside it.



Climb the ladder to find the second telephone exchange. Plant the second bug in there to complete your optional objective.



Get down and go to the level exit door. Open it to complete the level.

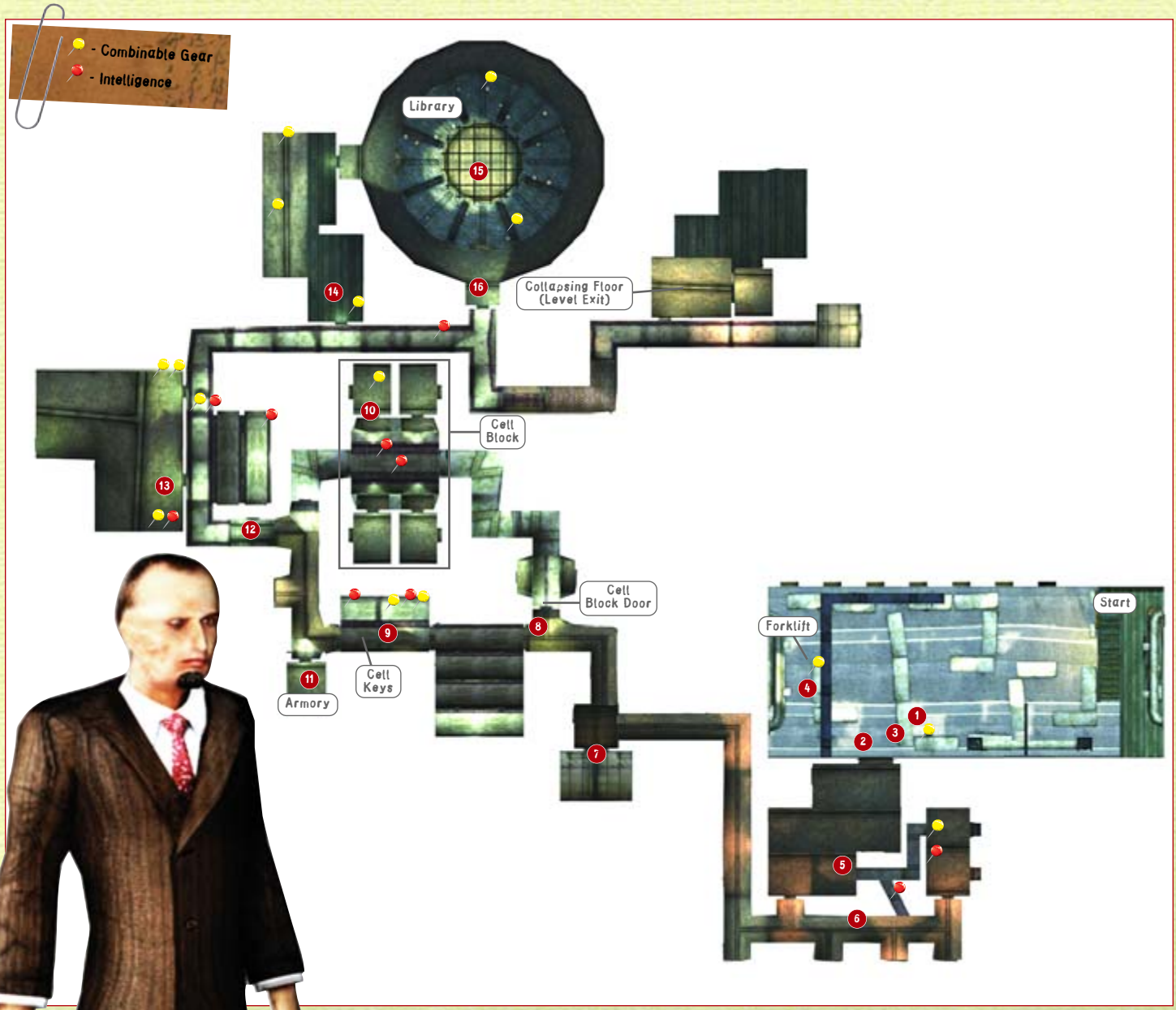
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Salah's Den

You're closer to unraveling Salah's plans, but there's a new problem: Kim has been captured. Your primary goal now is to free her.

You start this mission inside Salah's vast warehouse complex.

Warehouse



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[New Objective] Gain Access to Compound



Go down the stairs to the warehouse floor. Stop for a moment and listen to an incoming radio transmission.



Climb a ladder to the top of a shelf and grab a red folder up there. You need it, as it's both a piece of intelligence and the first part of an optional objective.

[New Optional Objective] Collect Five Red Folders of Shipping Information



Go back down the ladder. Smash crates to clear a path to a forklift; use the forklift to raise its payload and clear a path to the cracked wall.



Look at the cracked wall. You need a shaped charge to get through it!

[New Objective] Find Shaped Charges

Return to the ladder and climb to the top of the shelves. Notice that you can run across the tops of these shelves, and jump across short gaps. Locate a munitions crate with a shaped charge, and take the charge.





Don't drop down yet. Next to the forklift, on top of another shelf, is an instruction manual for operating the lift. Jump over there and smash a crate to expose it.



Return to the cracked wall and place the shaped charge. Stand back while it explodes, then go into the new area.



Grab gear from the next room. Then lever a wall grate open and crawl into it.

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Go to the other end and lever another grate open to get out. Collect intel from this room, then move down a long corridor. Kill guards as you go.

[New Objective] Locate Kim's Last Known Location



Lever open a broken elevator door. Inside the elevator, kill the guard and grab the gear in there. Then keep following the corridor.

[New Objective] Gain Access to Cell Block



Notice the locked cell block door. You don't have the proper key yet, so keep advancing and fighting.



Go through the door into the security office. A movie plays, alerting you to the fact that Kim is being moved.

[New Objective] Find Alternate Route to Distribution



Search the security office. Grab a red folder from a counter (it's part of your optional objective) and take cell block keys from the wall cabinet. Also grab a second piece of intel from the counter.



Return to the cell block door. Kill a few new guards, then unlock the door and go inside.

[New Objective] Search Kim's Cell



Kill more guards and search Kim's cell. Grab the intelligence and E.D.O. (electronic door-opening device) in there. Also take assorted gear from the center of the cell block area.



Exit the cell block. Nearby is the armory; pick the lock and grab a Hammer—it's an excellent weapon that uses shotgun shells. Also grab Plastique, ammo, and armor.

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[New Objective] Find Alternate Route to Distribution



Go to the archives door. It's locked, but just place the E.D.O. on the door and wait for it to work its magic.



Enter the archives. Eliminate a couple of guards and take a letter from a shelving unit. Then open the accounts door and get back—there are lots of enemies back there.



There are a total of three pieces of intelligence in the archives: one in a filing cabinet and two on a shelf. One of these pieces is a red folder, which counts toward your optional objective. Grab everything in here before moving on.

CAUTION Guards may ambush you from behind after you've cleared out the archives. Be careful!



Go down a long hallway. Take a door on the left. This large room contains three more pieces of intelligence, including the fourth of the five red folders. Search all the containers and grab everything before moving on.



Enter a circular library. A fire has broken out in here; avoid the flames. Eliminate guards and search all the shelves to find two pieces of intel and some shaped charges. One of the intel pieces is the fifth red folder.

[tip]

The red folder is high on one of the shelves; you have to jump to grab it. If you can't see it, just jump next to every shelf and you'll grab it when you get close.



Use the E.D.O. on the locked door at the south end of the library. After placing the E.D.O., turn around: a bunch of guards and grenadiers charge in and attack while it's working.

Go through the door you just unlocked. Follow the corridor and take a door on the left. As you walk through the door, the floor collapses, and the level is complete.



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Distribution



[New Objective] Locate Distribution Offices



You start out in the basement beneath the collapsed floor. Look around in this room and collect two pieces of intelligence: a note on the wall and a book.

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Wooden supports are holding up a section of the ceiling. Push them from the side; do *not* stand beneath them when you push! Some floorboards collapse.



Climb up the ramp made by the fallen supports. Enter a short hallway. Grab intelligence from a munitions case in the hallway.



Approach an elevator. An incoming radio transmission gives you a new objective. Get in the elevator shaft and jump to grab a ladder. Climb up.



Upstairs, enter the hallway and grab a sniper rifle from a case. There are lots of guards in the yard to your right. Very carefully, pick them off from your hallway.

[tip] 原子武器塌炸的景象

There's a truck-mounted Browning out there, so be very careful indeed. Use your new sniper rifle to make the job easier.



Place the E.D.O. on a locked door at the end of the hall. Wait for it to unlock the door.



Past the locked door is another hallway. This hall looks out over a helicopter landing area filled with guards. Again, snipe them carefully.



Use the E.D.O. on another locked door leading out of this hallway. Crisscross your way through a fiery room filled with storage containers.



Keep moving into a hallway. Take a side door and collect alarm clocks from a small room.

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Return to the hallway. The warehouse door at the end requires a key card, and the door to the shipping office is jammed. However, a second side door is open. Take it.

[New Objective] Find Alternate Way into Distribution & Shipping



Climb the ladder in the side room. Follow a duct and drop down into the shipping office, then kill a shotgun-toting guard.

[New Objective] Gather Intelligence on Location of Mine

Search the office. There's a letter on the wall, a file in a file cabinet, a videotape in another file cabinet, and a diagram on the wall. There's also a letter and a key card on the desk, and a sprue in the desk. Grab everything!



[note] 原子武器場外的景象

That's **five** bits of intelligence in just this one room! Be thorough, and don't miss anything.



[New Objectives] Locate warehouse; find Kim



Grab gear from a small back room. Then pick the lock to the armory and grab more loot in there.



Get back into the main hallway by moving the chair that's propped up against the office door. Then enter the hallway and use your new key card on the door leading to the warehouse.



There's a long hallway near the warehouse entrance. Before actually going through the doors marked "Warehouse," clean out this hallway. Several guards attack from the rear, so be cautious.



Use the E.D.O. to unlock the warehouse door. Go inside and start sniping guards. This is a big area, so be cautious and thorough.

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[New Objective] Place Tracking Devices on Trucks (3 Items)



Place tracking devices on the two trucks that are accessible from the ground floor

Climb the stairs to a walkway circling the warehouse. Follow the walkway around to the second-floor office. Enter through the *side* door (you can't unlock the front door).





Eliminate guards and search the office. There are *five* pieces of intelligence on the walls, in desks, and in file cabinets in here!

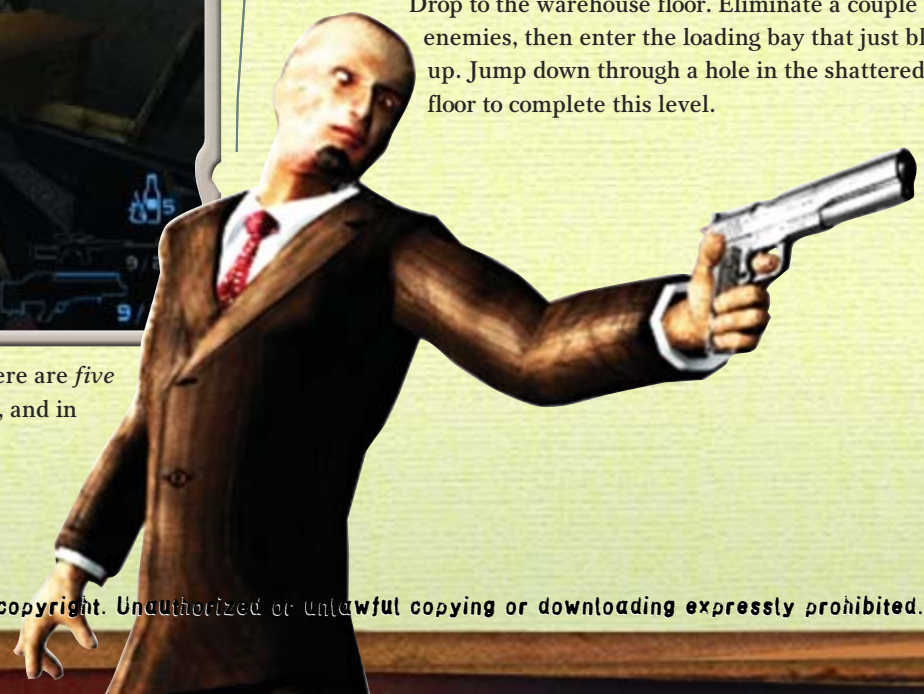


Go to the switch room at the office's entrance. Throw the switch. The last truck disappears and an explosion rocks one of the loading bays below you.

[New Objective] Escape through the Collapsed Loading Bay

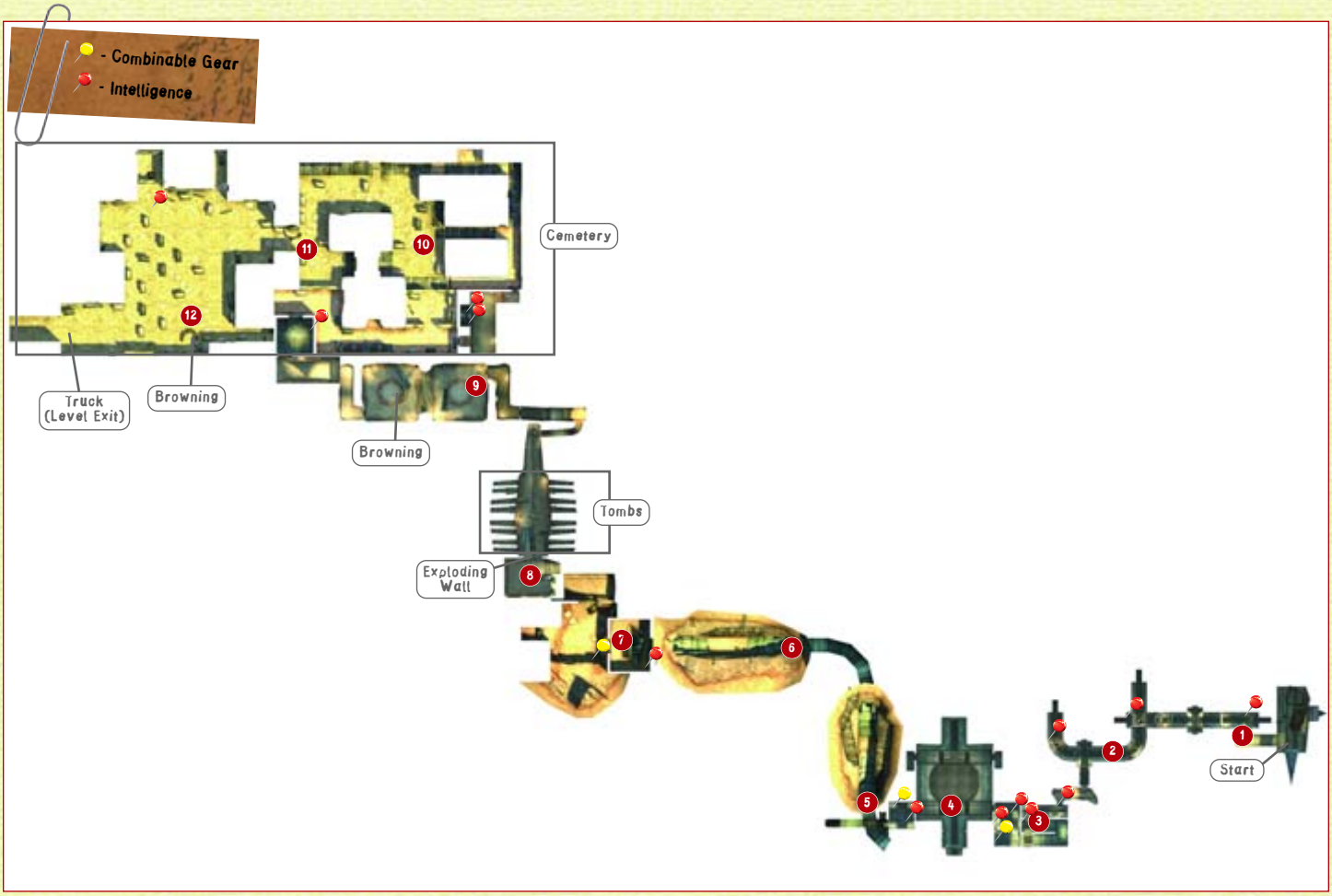


Drop to the warehouse floor. Eliminate a couple of enemies, then enter the loading bay that just blew up. Jump down through a hole in the shattered floor to complete this level.



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Perimeter





You start out in the flaming ruins beneath the cargo bay. Grab a shaped charge from a munitions crate, and use it to blow up a wall.

[New Objective] Locate Sewer Exit



Go through the wall into the sewer. Move through the sewer, ducking or jumping to clear debris when necessary.



Open a door and keep moving. Break the wooden bars that block your path. When you reach a winding stairwell that leads up, flames appear in front of you.

There is a guard on the stairs above you. If you ascend the stairs normally, he will tear you to shreds! Climb the stairs *backward*, and gun him down as soon as you can.



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Enter a storeroom. Grab a letter from the wall and stock up on miscellaneous gear.



Cross a walkway. Guards appear on another walkway parallel to yours. Gun them down and keep moving.

[note] 原子武器場外的景象

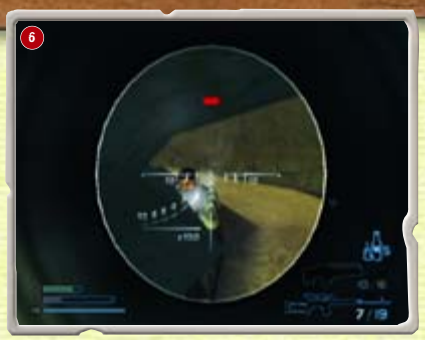
No matter how hard you try, you can't get to the other walkway; there's simply no way to reach it.



Grab another letter from a small room beyond the walkway. It hints that you have to deal with a helicopter soon.



Climb down a drain access ladder. You emerge in an open trench that leads due north. There's a helicopter circling above the trench, and several guards up above. Be patient—stay back and kill the guards with your sniper rifle.



When this area is cleared, go through a curving metal pipe and emerge in a second trench. Again, pick off the guards up above with your sniper rifle.



Keep following the trench until you reach a point where you can climb up and out into a walled area with no roof. The helicopter is very close by. A giant crane is working up ahead.

[New Objective] Locate and Secure Transport for Exfil



Walk out into the open. Grab a notice from the wall on your left, then take a right.



Go down underground. A wall explodes in front of you. Fight a stream of guards that attack from the tombs beyond the wall.

[tip] 原子武器場外的景象

If you still have a Hammer, you may want to swap it for one of the guards' K53s. There's lots of ammo for the K53 in this area.

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Move ahead to a two-part chamber that has a Browning in it. Take down the Browning operator and a few other guards. Grab gear from this room and keep moving.



Go up a ramp and get equipment in a storeroom, then take a pair of double doors that leads back outside.

You're now in a large outdoor cemetery with lots of guards. It's a big area with several ways to go; just explore it and be thorough. There's not much to find here except enemies, so it pays to be cautious.





Gradually move west to a narrow choke point that looks out over the western half of the graveyard. There are *lots* of guards in the western half, so stay back and pick at them from a distance.



When most of the guards are down, move into the cemetery's western half and pick off the rest. A helicopter appears overhead. Refer to the sidebar for help.

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[New Objective] Use Browning Gun to Destroy Helicopter

The Western Graveyard Fight

Move into the cemetery's western half and grab armor from the nearest guards, then head straight for the Browning machinegun emplacement: don't waste time. (If you're still low on armor, you can grab some from a box next to the Browning.)



When you get there, use the Browning and shoot down the helicopter that appears overhead. Do this as quickly as possible. Ignore the enemies on the rooftops, at the north end of the area.



Immediately after downing the helicopter, abandon the Browning and run to your right, into a narrow alley with crypts packed into it. A truck with another Browning has driven in and parked to the west. While positioned safely behind the tomb, snipe the Browning gunner and pick off the other troops that appear from the truck.

Be *very aware*. One of the troops is a leader with a rocket launcher, and he'll blast you to powder if you let him hit you. Watch for him and snipe him. Use the tomb for cover.



When you're absolutely certain that no more troops are on the ground, peek out and snipe the enemies from the rooftops to the north. There are lots of them, and most of them are grenadiers, so watch out for grenades.



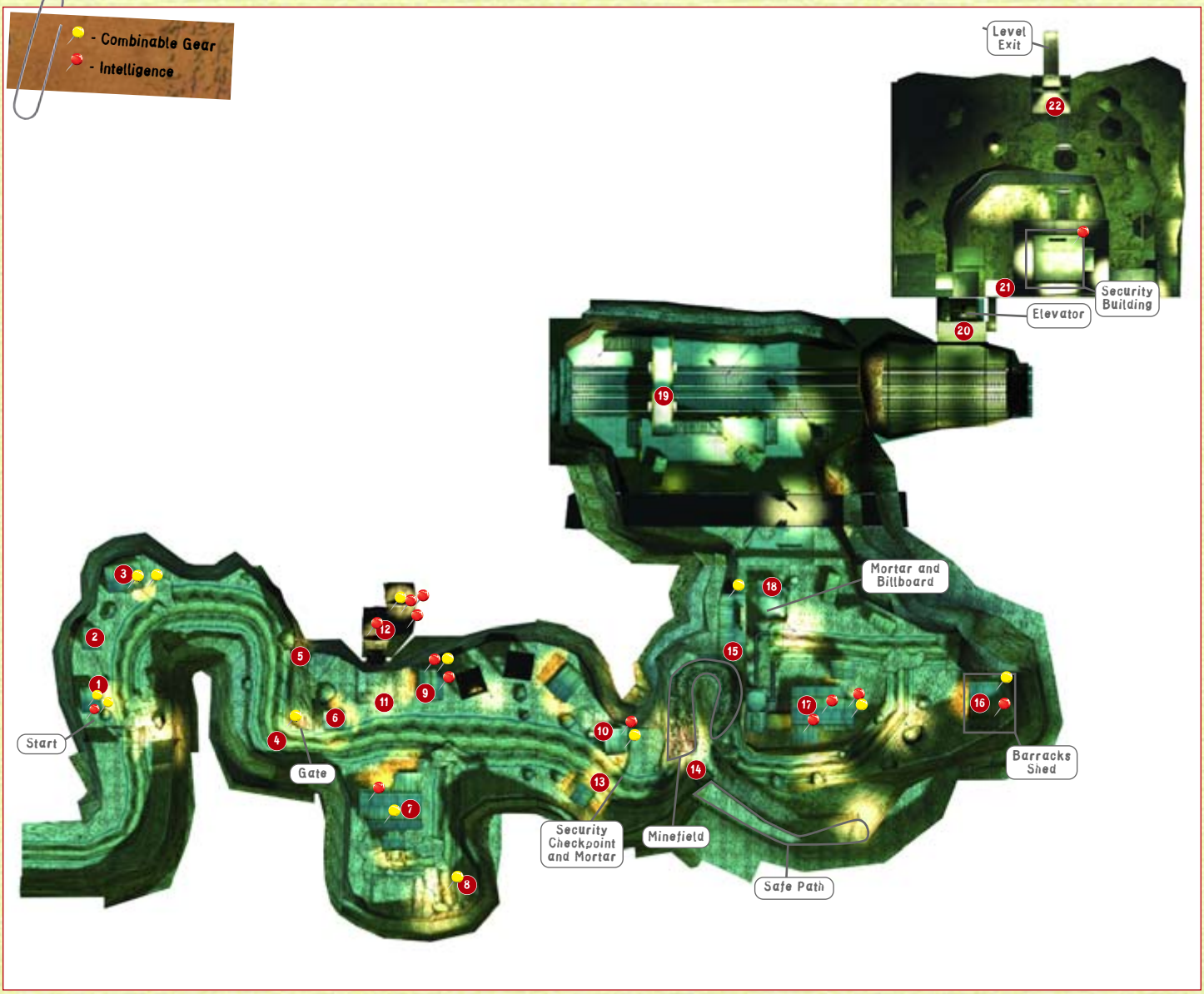


When nobody else remains on the rooftop, run over and stand beside the truck. The level is complete.

Setech Industries

You've tracked Salah to Setech Industries. Now it's time to get inside and start getting some real answers about what he's up to.

Quarry



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[New Objective] Investigate the Truck



You start out by a guard shack. Sneak around and kill the guard before he can hit the alarm. If he does get to the alarm, hole up in here and deal with the attacking guards.



Grab a letter from the desk in this shack. Also get a memo from the file cabinet, and a radio from the desk.



Exit the shack. Climb up a nearby guard tower. Collect a sniper rifle and ammo at the top.

[tip]

Sniper ammo is precious. If you decide to use it on minor targets, like the guards patrolling on the ground nearby, be absolutely sure you can score head shots. This conserves ammo, for when you **really** need the sniper rifle.



Take care of the patrolling guards and come down. There's another shack nearby. Grab two notes from the front of the shack.



Knock into the post holding up the shack's awning. The awning collapses, forming a ramp. Get onto the roof and drop in through a hole. Grab a bolt cutter and lever, and pry the window open to exit.



Go to the gate in the electrified fence. Grab the note from the sign near the gate.

[New Objective] Disable the Electrified Fence

There are a couple ways to disable the fence. You could shoot the transformer box near the gate, but instead, follow the fence back. First cut the electricity cable near the rock wall. Then cut the fence right next to it.



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Jump through the hole in the fence. Sneak up to a nearby shed. Get inside, close the door, and start to eliminate all the guards patrolling this area.



Enter the building to the south, with two jeeps parked in front of it. Inside, read a memo on the wall, and grab gear from shelves. The memo hints that you should destroy the stove's gas canisters.



Shoot the stove's gas canisters to blow out the back of the building.



Approach the truck. Grab the wire cutters, pass card, and shipping document from the near side of the truck. Also grab a gas can from the far side.

[New Objective] Access the Lower Levels



Return to the building whose stove you just destroyed. Locate a ladder at the back of the building and climb to the roof. Quickly look for the mortar crew near the compound's security checkpoint, and snipe at least one of the crew.

[tip]

Mortars are deadly, especially if you aren't quite sure where they are. Locate them quickly, and gun down at least one member of the two-man crew to put a mortar out of business.



Kill the rest of the guards in this area, then explore some of the smaller sheds. In a shack next to a fenced-in mine entrance, you'll find a note and some gear.



A shed near the security checkpoint contains a piece of intelligence and a metal sprue. Immediately make the sprue into a lockpick.

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Go to the mine entrance that's surrounded by chain-link fence. Unlock the gate and go inside.



Grab a piece of intelligence, a lot of Plastique, and a copper wire from inside the cave. Use the copper wire and the radio you got previously to form a mine detector.

Use your pass card on a card reader at the security checkpoint. Pass the security checkpoint and approach the minefield. See the sidebar for details on this area.



[New Objective] Bypass the Minefield

[New Optional Objective] Negotiate through the Minefield

The Minefield

There are two paths down into the valley. The first is the road, which has been turned into a minefield. The second is a safe path that runs down the edge of the valley.

You only get credit for the optional objective if you actually walk down the road, avoiding the mines.

If you want to safely complete the optional objective without too much trouble, follow these instructions.



Go a very short distance down the safe path—not far at all. From here you can see down into the valley. Look for snipers on towers and start picking them off with your sniper rifle. More troops spill out into the valley; keep eliminating them.



When the battle has died down, back up and approach the minefield. Pull out your mine detector and use it to locate the mines. Very carefully start walking through the mines, avoiding the red dots. If a guard appears, stop in place, kneel, and shoot him. Then get out the mine detector and start moving again.



When you're most of the way through the minefield, turn left and go into the vat control building. Activate both switches in here (this hopefully kills some guards below the vats) and collect a piece of intelligence from the wall.

Finally, make your way through those last few mines and into the valley.

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When you're through the mines, explore the barracks shed at the east end of the valley. Grab a letter and some body armor in there.



As you exit the barracks shed, use your sniper rifle to look down the valley. Zoom in and locate a mortar with a two-man crew. Snipe both members of the crew before leaving the shed area



Explore a large building in the valley. Find a shipping notice in a file cabinet there, as well as some useful gear. Also explore the sniper tower for sniper ammo.

[New Objective] Find a Way Down to the Manufacturing Facility



When you're done exploring the area, approach the mortar. There's a billboard next to it. Shove one of the billboard's supports to collapse it, forming a crude bridge across a wall.



Take the bridge and drop down on the other side. Deal with several guards, then grab gear from the guard hut.



Take a bridge across a set of railroad tracks.



Approach the elevator on the other side of the tracks. When you reach the elevator, a train carrying guards enters. The elevator doesn't arrive immediately, so you must fight at least some of the guards.

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[New Objective] Ride the Elevator Down

[New Optional Objective] Eliminate the Train Guards



Pick off the train guards with your remaining sniper ammo. Replace your sniper rifle with one of their Stur ARG machine guns.



Get in the elevator and ride downstairs. The door breaks when you hit the bottom.



Crouch down and crawl out of the elevator. Enter a cavern with a damaged walkway. There's a spot on your right where you can get off the walkway, climb a short ladder, and get behind a security building. Do so, and gun down the guard in the window.



Enter the security building. Approach the windows, and shoot guards on the other side of the cavern with carefully aimed shots.



Get to the other side of the cavern. See the tip for details.

[tip]

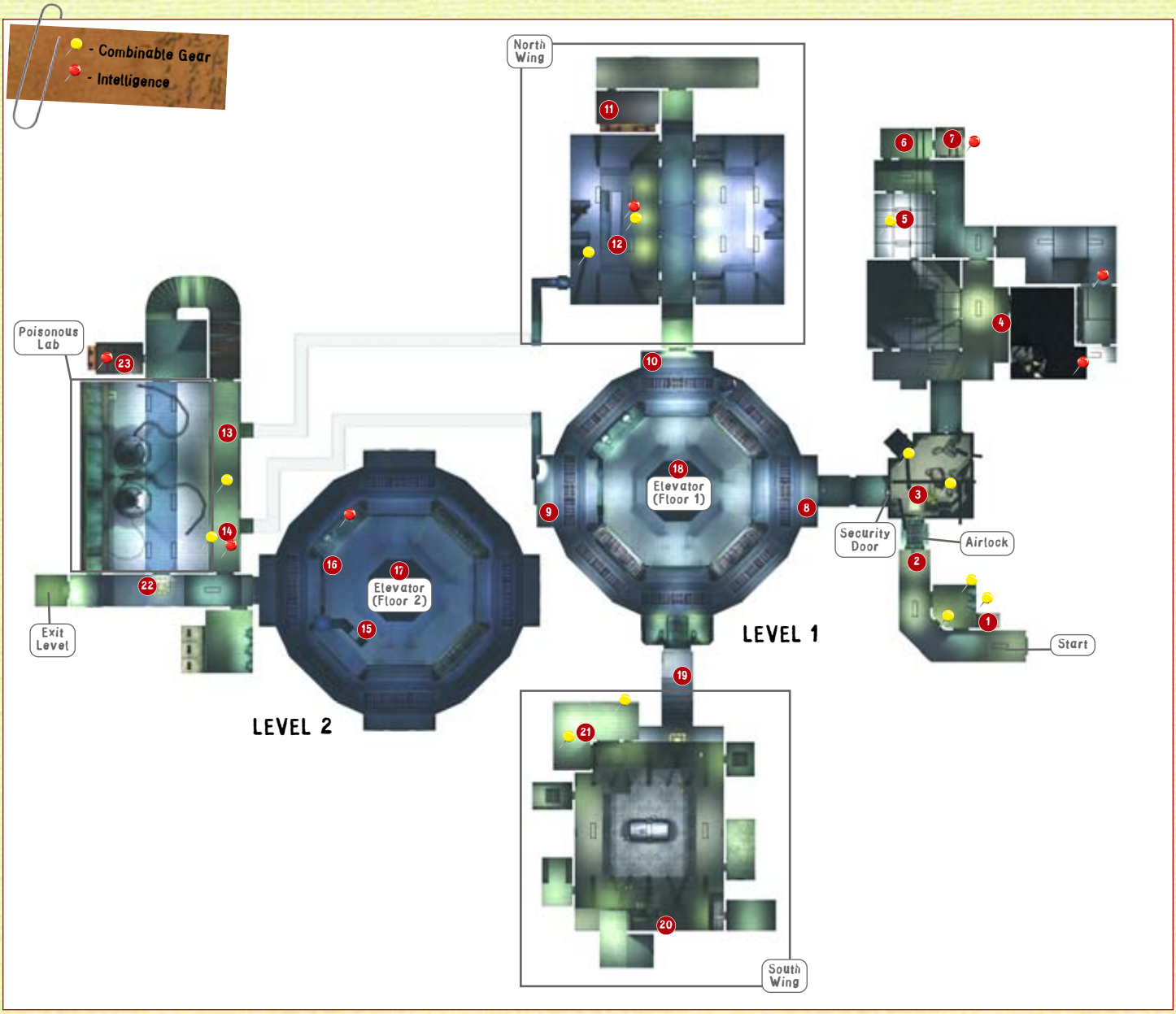
There are two ways to get across the cavern. The first way: Press a button in the security building to complete a bridge; then cross the bridge. The other way: Go behind the security building and find stairs leading down. Take them and follow a side wall around the cavern; then climb up a ladder to reach the other side.



Go through the door on the other side of the cavern to complete the level.

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Labs





You start near a decontamination room. Grab a note from the nearby door.

[New Objective] Contact Kim from a Communications Point



Enter the decontamination room and stand in the shower. Grab a second piece of intelligence from the wall as you enter.

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When the computer says you're clean, the Bio Suit tubes open. Collect a Bio Suit. Also, clean gear out of the lockers here. You'll find a third bit of intelligence.



You're now in a Bio Suit. It protects you, but restricts your vision. Approach the airlock.

[note] 原子武器場外的景象

The Bio Suit protects you from poison gas and other unpleasant stuff, but it also restricts your vision, making it a pain. Think of it as a necessary evil. You cannot remove it, but it will fall off if you take enough damage—especially from flamethrowers.



On the other side of the airlock, notice the malfunctioning security door. You'll need to repair a fuse box to get it working, and then get a pass card to get through that door.

[New Objective] Locate and Repair the Fuse Box



Grab two bits of intelligence in the lobby: one on a counter, and one next to the malfunctioning elevator. Then go north.



Notice a scientist trying to put out a fire. Ignore him for now and approach the kitchen door. It opens; stand back and deal with some guards, including one with a flamethrower.

[tip] 原子武器場外的景象

Stand back when fighting flamethrower troops. Otherwise, you won't be able to see a thing when they attack you!



Go north through the kitchens, and then veer west until you see a glass-walled office. Get into that office.



Grab a piece of intelligence from the wall, and a green folder from the top of a file cabinet. The folder is the first of five technical reports; collect all five to complete an optional objective.

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[New Objective] Collect Five Technical Progress Reports



Also in this room, grab a technician's key from a wall-mounted key box.



Go north through the door labeled "Maintenance." Grab a circuit breaker from a desk. Then open the circuit breaker box and place the circuit breaker inside it.



Unlock and enter the door labeled "Fire Suppression." Spin both valve wheels to put out a nearby fire.



Go back to the security door in area 3. Use the card reader to open the door and go west, into the level's central hub. Notice that Salah and his goons are standing at the elevator/airlock in the very center of the level. You can't get to them yet.

[New Objective] Assassinate Amenkaht Ali-Salah



Move clockwise around the exterior of the central hub. Notice that the door to the south wing is locked. You can open the door to the west wing and go down the corridor, but an earthquake seals it off. You have to go back.



Keep going until you reach the door to the communicator near the north wing. Use it to contact Kim. She gives you a new objective.

[New Objective] Access the Service Lift to the Lower Levels



Open the north wing door and go inside. Fight a team of skilled guards. Beware the flamethrower!

[tip]

This is a tough battle, but there will be lots of these from now on. Be cautious and don't let the enemy flank you.

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When the guards are dead, go north and locate the maintenance room. Go inside and grab a circuit breaker. Open the circuit box in here, and place the breaker inside.



Go back to the two big lab rooms just south of the maintenance room. Grab two pieces of intelligence, including the second progress report. Then locate a vent in the floor. Crouch down and craw through it.



You emerge in the western wing, on the second floor. Drop out of the vent and collect the third progress report.



Jump up on a nearby cabinet and climb into a different vent. Crawl through this vent.



Drop out of the vent. You're now in the central hub on Level 2—in other words, you're right *below* Salah and his goons. (Level 2 is below Level 1, not above.) Activate the elevator in order to ride up and reach him.



Kill some guards and talk to Kim through a communicator near some Bio Suits. A new objective appears.

[New Objective] Restore Power to the Airlock Elevator



Locate a computer terminal on the wall, near where you dropped into this room. Turn it on. It shows that fuses J21 through J24 are broken.



The fuse boxes are on pillars around the central elevator. Go to the fuse box labeled J21 and pry it open. Flip the switch to restore power.



Find the J22 box and lever it open. This one is missing a fuse. Grab a fuse from a cupboard between the two Bio Suits on the wall. Then return here, put in the fuse, and throw the switch.

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Pry open and flip the switches on fuse boxes J23 and J24, in that order. Power is now restored to the central elevator.

[New Objective] Access the Service Lift to the Lower Levels



Get into the elevator, in the center of the room. Use the control panel and you start to rise. Prepare to fight troops, including one with a flamethrower, when you hit the top.



The elevator takes you back up to Level 1. Fight the guards up here.

[tip] 原子武器塌炸的景象

You might want to take the Hammer from the dead commander when you're done. A combination of Hammer and Stur ARG is good.



The south wing is open now. Go open the door, and prepare for a big showdown! See the sidebar for details.

The South Wing

There are tons of guards in the south wing. Stay back near the entrance, pick away at them, and let them come to you. When none are approaching, snipe with the zoomed-in Stur ARG. Patience will win you this battle.

Be aware that while you stand at one of the two entrances to the wing, guards can flank you from the other. The safest position is way back in the hallway you came from.

Watch out for poison gas grenades! Also, notice that the massive canister in the center of this wing spews poison gas if you shoot it.



Go up the stairs at the other end of this wing. When you reach the top, a new wave of guards appears from all over. Sink back down the stairs and deal with them from there.

[tip] 原子武器塌炸的景象



Ali-Salah is one of the attackers! Since the fight is hectic, you probably won't know you're shooting at him until he falls. Regardless, you complete a mission objective when you slay him.

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[New Objective] Search Salah's Office for a Security Pass



Go inside an office up here. Collect two bits of intelligence, including the fourth of the five progress reports. Also flip the door switch, and grab a key from a wall box.



Use the key you just grabbed to open a locked cupboard. Grab a pass key from inside.



Exit the south wing and return to the elevator (marked 18 on the map). Go down to Level 2. You end up down at area 17.

Downstairs, use your pass key to go through the western door. Activate a com station to communicate once more with Kim. She gives you a new goal (to extinguish the fire blocking the exit), and also tells you to get a Bio Suit.



[New Objective] Activate the Sprinklers to Extinguish the Fire



Go back and get a Bio Suit by area 16 (near the elevator) if you need one. Then return to area 22 and go through the door, into the poison-filled lab.



Kill a wave of guards, then collect the fifth and final progress report from a lab bench.

Find a maintenance room at the north end of the lab. Turn both valve wheels in the maintenance room to put out the fire blocking the level exit.





Go to the level exit and get inside the elevator to complete the level.

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Sublevels





You start out in the elevator; listen to Kim's briefing, and then get out.

[New Objective] Acquire some Shaped Charges



Head south and enter an office. Kill some guards, and grab three pieces of intelligence from the various desks in this room. Also take a circuit board from the cupboard.

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[tip] 原子武器場地的景象

Circuit boards are needed to build hacking devices, used to break into sophisticated locks.



Enter the adjacent storage room. Grab a pass card and some shaped charges (and miscellaneous gear) from in here.

[New Objective] Head Down to the Water Pumps



Exit the office and go back past the elevator, to a security checkpoint. Use your pass card to get past the checkpoint.



Go through a door labeled "Water Control Area." Head down the steps into a tunnel carved from rock. Kill a guard. Debris collapses in front of you, blocking your path.

[New Objective] Find an Alternative Route to the Water Pumps



Search the tunnel. Grab a letter near a dead technician. Then open his tool box and grab a maintenance key from it.



Get back upstairs. Locate a maintenance room door surrounded by flames. Unlock the door and go inside.



Turn the two sprinkler valve wheels to suppress a fire back near the elevator.

[note] 原子武器場地的景象

This room also contains a crate with a bundle of wire, which is necessary to build a hacking device.



Make your way back toward the elevator, but beware an ambush along the way.

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The fire near the elevator has been put out, so you may now approach a wall vent. Lever open the grate and crawl inside.



Follow the vent to the western water reservoir. Kill all the guards in this huge, octagonal room.

[New Objective] Sabotage All Eight Water Pumps



Head north into pump room 1. Grab a piece of intelligence from a console, then destroy both water pumps in this room.

[tip] 原子武器場地的登录

To destroy a pump, just place a shaped charge on the red spot and back away.



Re-cross the octagonal reservoir chamber, and enter pump room 2 (to the south). Eliminate two guards and then blow up both pumps in here, as well.

[note] 原子武器場地的登录

You've now destroyed four of the eight pumps.



Return to the reservoir chamber, *but be careful.* A big assault group has moved into the chamber. Sneak out there and pick them off.



Go through the second-floor door that the assault group just came through. Follow it to the eastern reservoir chamber.

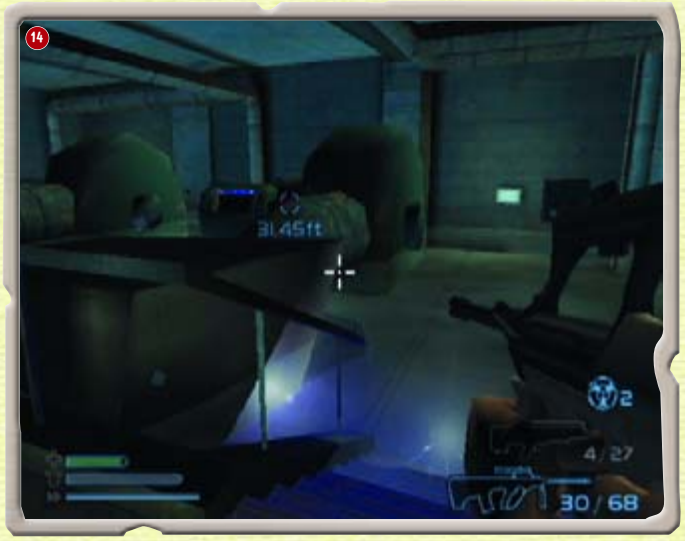


There are more guards in the eastern reservoir chamber. Eliminate them.

[tip] 原子武器場地的登录

Don't just charge in there; the reservoir is packed with enemies. Peek in and snipe, or lure, them up to you.

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Enter the reservoir chamber, and then go north into pump room 3. The floor near the pumps is flooded with electrified water, which deals intense damage if you touch it.



Hop across pieces of fallen debris and atop the pumps themselves. Then place your explosives and hop back off—quickly. Do this for both pumps.



Re-cross the reservoir and enter pump room 4. There are two guards with flamethrowers in here. Dispatch them, and then destroy the last two pumps.

[note] 原子武器場外的景象

You're done with the pumps now; it's time to escape.

[New Objective] Escape through the Main Elevator Shaft



Return to the reservoir and take a ladder to the upper level. Jump across fallen debris to the door.



Jump through a hole in the floor, into a room flooded with water.



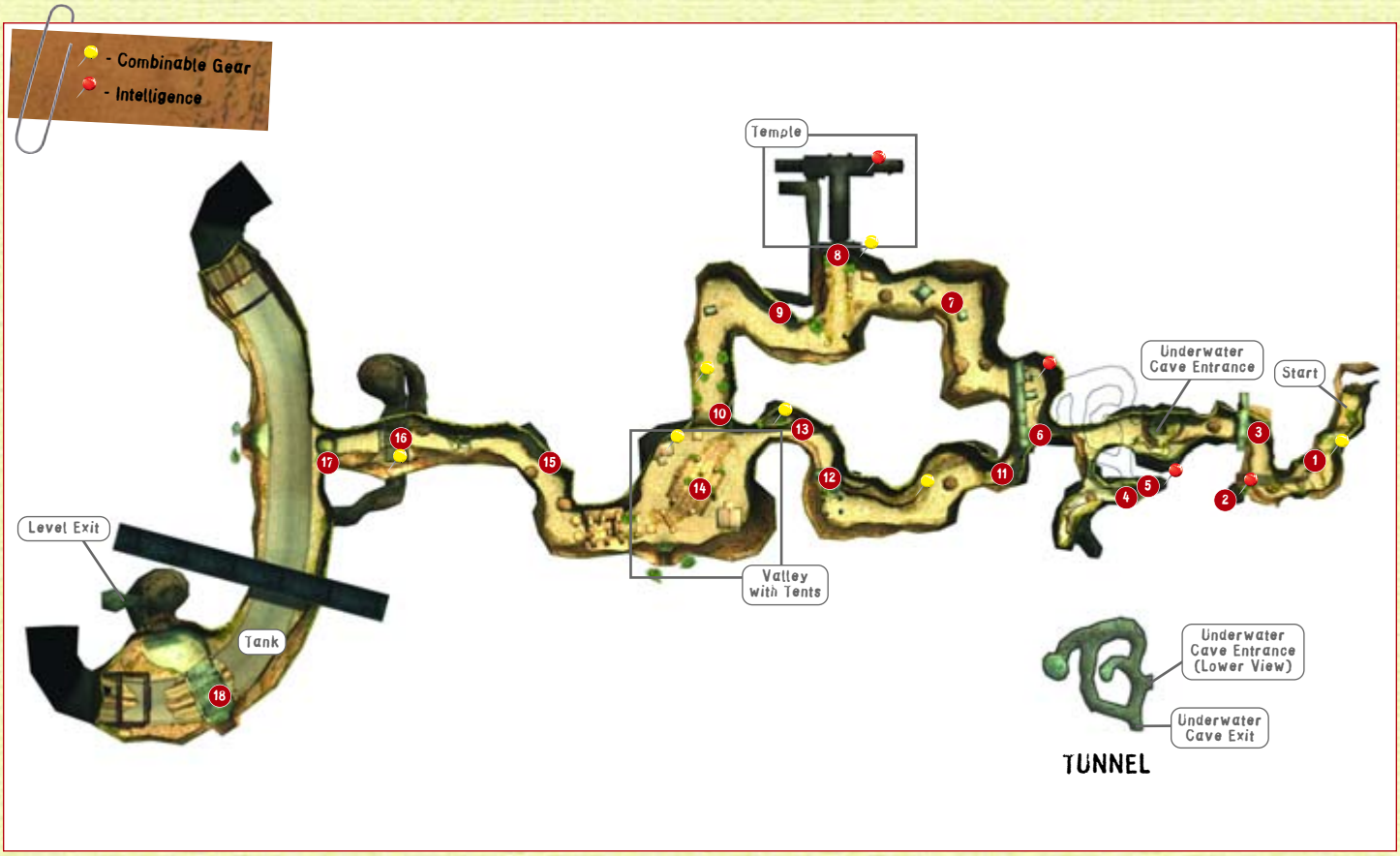
Swim over to the elevator shaft. Swim up the shaft and climb the ladder to complete the level.

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Black Market

You're hot on the trail of Mahmoud al Fariq. He's holding a black market arms fair in a remote Egyptian valley, and your first major task is to locate the precise location of the fair.

Approach



[New Objective] Locate the Arms Fair



You start out near the smoldering ruins of the jeep. Grab an L50 sniper rifle from the ground and start following the canyon.



Past the jeep ruins, collect a piece of intel—and miscellaneous gear—from the ground.

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There's a series of ledges here. Climb up the massive vine to the right of the ledges. Then work your way up the ledges.

[New Optional Objective] Kill All Snipers (9 Total)



There's a cave under a waterfall at the top of the ledges. Gun down some nearby guards, and grab equipment in here.



Move under a metal bridge. Look ahead, focusing on the upper cliff walls. Take down a sniper who's lurking up there, as well as a regular guard (if you see him).



Move ahead and jump in a pool of water. Dive underwater and swim into a cave. Immediately take a left. If you swim along the left-hand wall, you quickly emerge at area 4. Get out of the water and eliminate a couple of guards.



Move slightly forward and snipe a second sniper on the rocks up above. Then start to jump up the rock ledges that line this narrow canyon's walls.



There's a third sniper in a little cave up here. Gun him down and keep moving.



When you reach a warning sign, turn right and shoot a guard off a bridge. Then go west to a junction where you can go northwest or southwest. Go northwest for now, killing guards along the way.



Look up as you move northwest. When you round a bend you can shoot a fourth sniper, standing on the ruins of an ancient temple.

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Slowly head for the temple entrance, shooting more guards as you go. Grab a piece of intelligence from a pillar at the temple entrance.



Enter the main temple entrance and grab gear. Then get back out and head further up the path.

An enemy runs out of a partially-hidden side entrance to the temple. Gun him down and take the entrance. Grab supplies from this upper part of the temple, and deal with a swarm of guards that attacks from outside.





Follow the path the rest of the way up. Stop at an overlook which looks down over a valley with tents and columns. Do not drop into the valley! Instead, collect a book from the ground nearby. Then backtrack to area 6.



Southwest of area 6 is a huge vine. Climb the vine.



Slowly advance west along this narrow ravine. Stick to the high ridge on your right. Gun down two snipers ahead, and collect a piece of intel.

Gun down some guards that appear below you. Then continue along the upper ridge, crossing a piece of metal that forms a crude bridge. Shoot a seventh sniper from the metal.





Jump across to the ledge where the seventh sniper was. (It's a fairly difficult jump, so be careful. Climb a ladder to a sniper hideout, and grab a sketchbook (more intelligence).

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[tip]

You have a good view of the valley with the tents and columns. Scan it for more enemies before coming back down.



Search the tents thoroughly. You'll find a piece of intelligence, and ammo for your RPG launcher.





Go west, up the stairs leading out of the valley. A movie plays.

[New Optional Objective] Destroy the Tank

Move west into the big valley with the tents and pillars. Fight more guards.



Grab an RPG launcher from the center of the valley. (Equip it along with your sniper rifle.)



After the movie plays, shoot a sniper up ahead. The inch around the corner and shoot another. That's all nine snipers; your optional objective is complete.)

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Move further ahead and snipe several guards off a bridge. One of them has rockets, so look for him and take him down first!



Enter a cave that's partially hidden by a bush. It leads up to a metal bridge. Cross the bridge, and collect a photograph posted on the other side of it.



When all the guards are down, switch to the RPG. From as far back as possible, zoom in and shoot the tank with three RPGs. It blows up when you hit it the third time.



Take the road to a bridge. A locked gate blocks your path. Jump into the stream below the bridge.



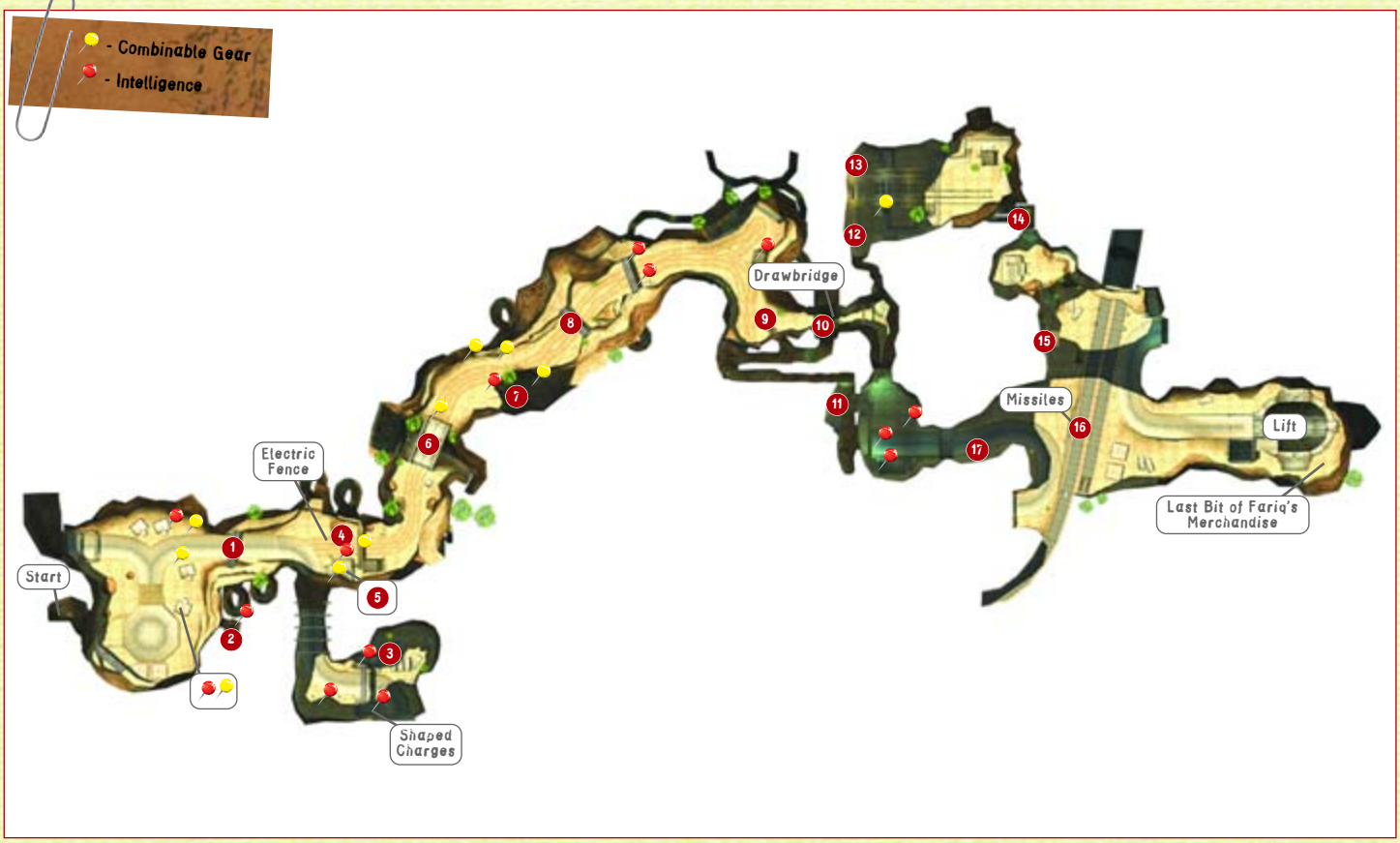
Move ahead to a road. Turn left and start to snipe guards; there are lots of them, so be cautious! Sink back into the cave if necessary.



Swim into a short tunnel, then surface again. Follow a ramp up to the level exit.

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Valley





You start out in a stairwell near a helipad. Climb the stairs and shoot down at the guards. Pick off a few.

[New Objective] Locate Entrance to Main Fair

Blow up the rockets in the crate at the top of the stairs; you'll receive a new optional objective when you do this. Also, intercept guards that try to charge up the stairs at you. Then clean up the rest of the guards from up this upper area. Watch out for guards with rockets!



[New Optional Objective] Destroy $200,000,000 worth of Fariq's Arms Stock



Go down and search the tents around the helipad. There's a piece of intelligence in a munitions crate in one of the tents; there's another on the side of a table with a rocket on it.

Blow up all the rockets on display out here. When you're through, go east, down the valley. Pass beneath a bridge. Up ahead, an electrified fence blocks the valley.



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Look for stairs cut into the valley walls. Take them up. Now you can cross the metal bridge that spans the valley. Go to the south side of the bridge.

[New Objective] Disable the Electric Fence

There's another set of stairs leading up from the south end of the bridge. Take these stairs up even higher. They lead to a sniper's nest. Grab a sniper rifle if you don't still have one (or ammo if you do).





Go all the way back down the valley. Examine the electric fence blocking your path, and the building it connects to. Grab a letter next to the building.



Start shooting at the guards and weapon buyers to the south. Watch out; lots of enemies on this level have RPG launchers!



Head south. Grab spared charges from a metal shed near some tanks. Then place the shaped charges on two generators to detonate them, thus cutting power to the electric fence.



Go back north. An attack party is waiting for you; be cautious, hiding near cover by the metal building if necessary.

Past the disabled electric fence, approach a pair of barricades but do *not* go past them. Grab a note from the wall. It explains that automatic turrets will fire at you if you go past the barricades.



[New Objective] Turn Off Automated Guns



Turn left, go up rock steps, and cross a bridge. The turrets fire at you as you cross, but you can run from one piece of cover to the next. Crouch whenever you're behind cover.

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Go down a ramp onto the building's roof. Drop in through a hole in the ceiling, and flip a switch to disable the automated turrets.



Open the door and deal with another wave of guards. You may have to sink back into the building for cover.



Go past the disabled turrets, and onto a bridge by a waterfall. As you cross the bridge, a movie plays.



Grab some intel from the other end of the bridge. Then pick off some guards and arms buyers up ahead. Use your sniper rifle on these.

[tip]

Use the bridge supports for cover. Note that at least one of the arms buyers has an RPG launcher; use your sniper rifle on RPG wielders.

[tip]

Don't miss the guards on a metal bridge in the distance.



Search the market stalls, and blow up Fariq's rockets wherever you find them. Also look for intel: there's a price list attached to one of the rock walls; a second list is located on a table with a rocket sitting atop it.



Be sure to check the tents in a shaded cavern to the right. Another piece of intelligence is in there.



Move down the valley until a fence blocks your path. Take stone steps that lead up to a bridge over the valley. Take the bridge.

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[New Objective] Locate Octopus



Make your way down the valley. You can either stay up high and cross a second bridge, or go down some steps and advance through the valley itself. Watch for another wave of guards as you go.



As you round a bend, you'll see a raised drawbridge with guards behind it. Gun down the guards.



Climb down a ladder, into the water beneath the drawbridge.



Swim through a long underwater tunnel. You emerge on the other side of the drawbridge. Start fighting guards back here.



Blow up the rockets sitting in crates out here. Then go north and look for a sign for the firing range. Go through the tunnel beneath that sign.



Kill guards and arms buyers at the firing range. Also, watch out for a sniper in a high tower at the other end of the range. (Snipe him!)

Grab sniper rifle ammo, a PK-5 Medium Machine Gun, and PK-5 ammo from the firing range stalls. Then grab a shaped charge from a table at the north end of this area. Also destroy a huge missile that's standing upright behind the firing range stalls.



[tip]

From this point forward, conserve your sniper ammo; use the machine gun instead. Sniper ammo is critical at the end of the level.

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Cross the firing range and enter a small room. Place the shaped charge on the wall to blow it open.



Pick away at guards through the destroyed wall. Drop out into the open when the area is fairly clear.

[New Objective] Get to Octopus



Slay more guards, and destroy some crates of Fariq's stuff out here. You can climb some steps to get a good overview of the area, if you'd like to.



When you're done looking around in this area, approach Octopus. It's a squat blue object that looks like an old-fashioned phone booth. Grab a crowbar from the ground beside it.

[New Objective] Remove Control Panel Override Box



Listen to radio instructions. Then pry open Octopus's control panel with your crowbar.

[New Objective] Enter Password



Use Octopus's control pane to enter the password.

[New Objective] Enter Override Sequence



Use the control panel again to enter the override sequence.

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[New Objective] Disable Rocket Propulsion Systems

[New Objective] Disable Warhead Systems

Fariq's Merchandise

You've almost completed your optional objective, which is to destroy $200,000,000 of Fariq's missiles and rockets. You might want to complete this mission before you deal with the nukes. (Yeah, saving the world from nuclear destruction is important, but it'll wait…)

There are two big missiles near the train cars holding the nukes. These missiles are like the one you destroyed at the firing range. Blow up both of them. At this point, if you destroyed all of the previous missiles and rockets you saw, you only have $5,000,000 worth of gear to blow up.

That last little bit of gear is located in back of the giant lift to the east. Run over there and look around until you find it. Blow it up to complete the optional objective.



There are two spots on the missile where you need to pry open a panel, and then use the object underneath.



Go over to the two train-mounted nuclear missiles. There are ladders going up each missile. Climb one of the ladders.



When the first missile is done, repeat this process with the second missile. One of the two panels on the second missile will not open; that's OK. Just do your job on the one that *will* open.

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[New Objective] Get Clear



You should now run to a specific spot on the map, next to a lone cargo container. The spot is indicated on your screen; take out your sniper rifle and go there.



A movie plays. After it's done, you're still by the container—and Mahmoud al Fariq and his men are approaching from the huge lift, to the right. See the sidebar for details.

Defeating Fariq

Start to slide behind the container as soon as you regain control of Andrew. As you slide, zoom in and try to get a sniper shot at Fariq and his men.



Aim for Fariq first, because he has an RPG Launcher—but any good shot will do, as long as you pick off your enemies quickly.

When you're partially behind the container, keep firing. Dodge aside if you see an incoming RPG.

If smoke grenades obscure your shot, crouch behind the container for a bit and let the smoke clear. Then re-establish your shot.

If your enemies get close enough, switch to your alternate weapon—but if you do this right, they will not get close.



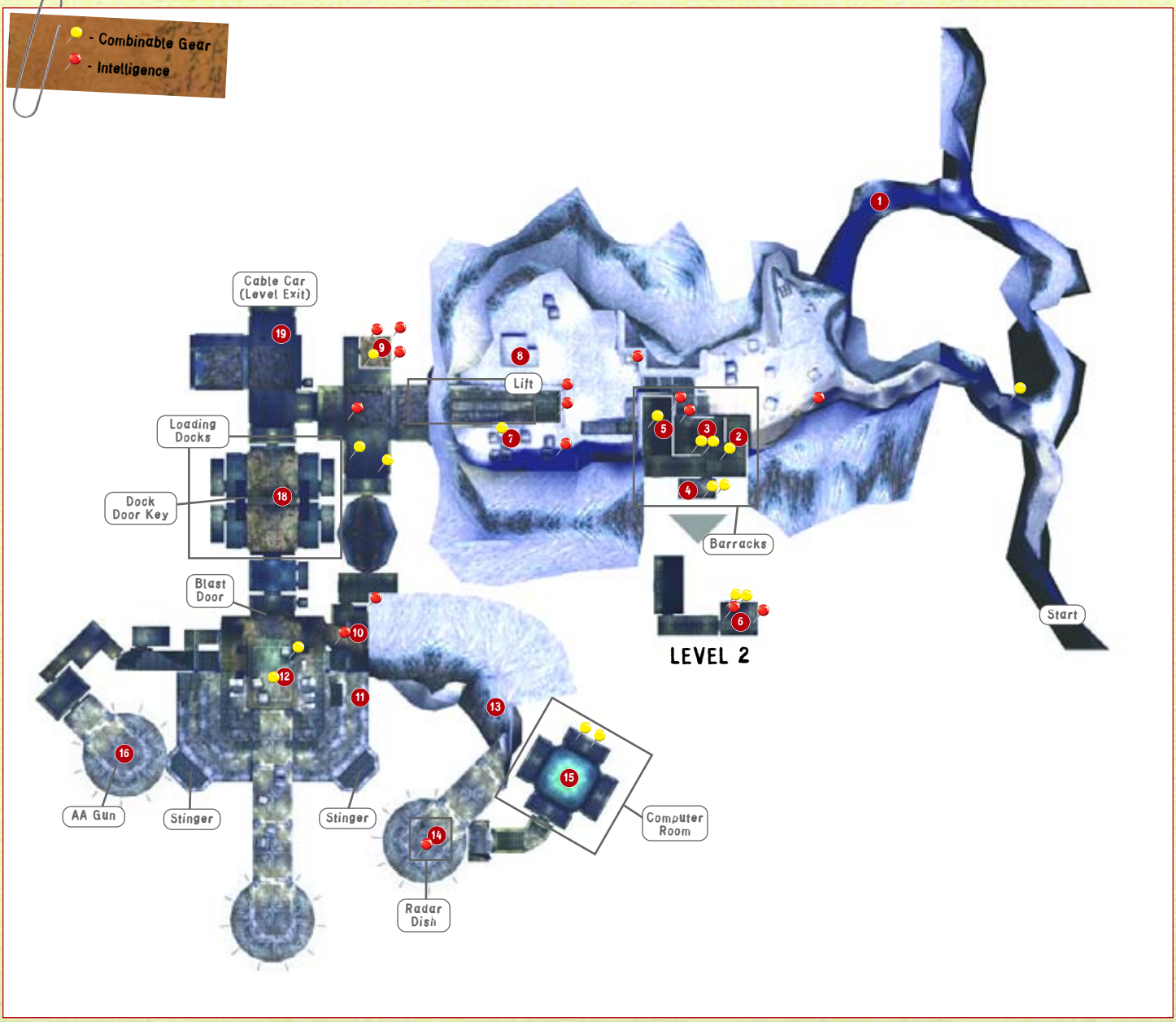
The mission ends when you eliminate the last guard.

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Winterlong

John Grey, architect of the apocalyptic Cold Winter project, has had second thoughts about his scheme. He's come to you with information, and now it's up to you to infiltrate and destroy the Winterlong base. It promises to be a tough mission—but the fate of the world rests in the balance. You have no choice but to proceed.

Monitoring Station



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[New Objective] Locate the Barrack Outpost



Move ahead and gun down a guard where the path forks. Grab a note that's stuck at the bottom of a snow fence.



From here, you can see the Browning gunner to the southwest. Zoom in and snipe him. Then deal with the influx of guards that comes to attack.



Scrounge for gear outside the barracks, then go inside. Grab a note from the wall of the interior hallway.

[New Objective] Locate the Funicular Railway



Don't go west. Instead, stick with the right-hand path—the one that leads along the cliff edge. At a certain point you'll have to jump across a gap.



Clear out the guards on the lower level of the barracks. Clean out the lockers inside the bunkroom. You'll find two more pieces of intelligence, as well as useful gear such as wire cutters and a bundle of wire.



Eliminate another guard and take his sniper rifle. Then grab supplies from nearby crates.



Explore the barracks' armory to find another two pieces of intelligence, including some requisition orders.

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[New Optional Objective] Collect Requisition Orders (6 Total)

[tip]

You can't get everything in the armory yet. A munitions locker filled with Plastique is locked, and a munitions crate with a grenade launcher is electronically locked. You need a lockpick and a hacking device, respectively, to get those items.



Find a ramp leading to the second floor. Before you go up there, grab a note from the wall beside it. (The note is easy to miss.)



Explore the upstairs level. Grab two more bits of intelligence from a board on the wall, and get a key from a cupboard beside the intelligence. Finally, make sure to find the circuit board in this room.

[tip]

You now have both a circuit board and a bundle of wire, so you can build a hacking device and get that grenade launcher from the armory.



Return to the room with the ramp. Unlock doors leading west and go outside. Collect another set of requisition orders from atop a crate out here.

[tip]

There's a metal sprue at the base of one of these crates. Create a lockpick as soon as you collect it, and return to the armory for the Plastique.

Enter a shed near the funicular railway, and go downstairs. There are two basement levels beneath the shed. Visit the lower level first and grab useful gear, including another sprue.



[tip]

Don't fall onto the railway, or you'll be instantly killed!



Next, visit the upper level, and press the button to call the lift. Wait for the lift to descend.

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Get on the lift, throw the lever, and ride up to the top.

[New Objective] Locate the Early Warning Radar Array



At the lift top, gun down several guards. Just south of the lift, grab a note from the wall. Also, take a requisition order from atop a stack of boxes, and a sprue from atop a crate.



Pick the lock on an office door, just north of the lift. Grab intelligence in here. Also take useful gear, including a circuit board.



Go south through a hall, down a ramp, and through some doors. Locate a locked munitions chest in this small armory area. Hack it open to grab a G11 rifle.

[tip]

The G11 is a great weapon, and highly recommended. If you don't have a hacking device to open the chest, make one from the circuit board from the office at area 9 and a bundle of wire from a locker in this very room.



Keep moving. You emerge on a huge exterior deck, from which a big radar array is visible. That's your next major target.



Explore the deck. When you get close to one of the two big Stinger missile systems, a new optional objective appears.

[New Optional Objective] Destroy Stinger Missile Systems (2 Total)



Take a ramp up to the deck's second level. Lots of guards appear. Eliminate them all, then grab two pieces of intelligence from the base of some giant crates.

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Go east along a path leading toward the big radar dish. Grab shaped charges from a couple of munitions crates along the way.



You receive a new objective after walking up to the radar dish. Place a shaped charge at the indicated spot, right on the base of the radar dish.

Go down the ladder next to the shaped charge you just placed. Then take the spiral stairs down even further, and enter a hallway. Grab a key from a wall cupboard.





Keep moving. Enter a computer room and gun down three technicians; place a shaped charge at the indicated spot on the computer console. Also grab two pieces of intelligence from file cabinets.



Exit the computer room. Look for a door labeled Engine Room, next to the spiral stairs. Unlock it and take the ladder down even further. Plant a third shaped charge at the indicated spot on the engine.

[New Objective] Get Clear of the Radar Array



Climb all the way back up to the top of the radar dish, where you planted the first shaped charge. Then go north toward area 13, and the radar dish explodes.

[New Objective] Find a Way into the Cable Car Dock

[New Optional Objective] Shoot Down 12 Helicopters



Move west, back to the big open deck area. From here, find a ramp that leads even further west, to a platform with a massive anti-aircraft gun. You'll have to fight a few guards along the way.

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Get on the anti-aircraft gun and shoot down 12 helicopters to complete an optional objective.

[tip] 原子武器塌坍的景象

Most of the helicopters appear from your right. Lead the helicopters slightly, instead of aiming right at them; the anti-aircraft shots are a little slow.

Make your way back to the two Stinger missile systems on the outdoor deck. (You'll have to fight more guards along the way.) Blow up both of the Stingers with your shaped charges.





Some blast doors on the north central part of the deck have opened. Go through them, and into a small side room. Throw a lever to open a path to the cable car.

[New Objective] Use Cable Car to Proceed to Winterlong's Main Facility



Go north, into the loading docks. A steady stream of guards and grenadiers enter this room shortly after you do. Take up a good position and gun them down.



Grab the dock door key from a key cupboard.

[note] 原子武器塌坍的景象

You only need the key if you hurry through the loading docks. If you wait around for all the guards to appear, some will appear through the door that key unlocks.



Head north through the door. There's lots of sniper and G11 ammo in this area; we recommend collecting it. If you dropped your sniper rifle earlier, you might want to retrieve it before approaching the cable car. When you walk up to the cable car, the level is complete.

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Supply Depot B-16







You start out in a cable car that slowly moves west across the map. Grab a crowbar from the floor and see the sidebar for details.

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[New Objective] Reach Winterlong's Mountain Retreat

First Cable Car Ride

If you don't care about your mission grade, the cable car ride is easy. Hide behind the seats, occasionally sniping easy targets. Don't worry about eliminating all foes.

On the other hand, if you do care about mission grade, you'll want to snipe every possible enemy—or at least, most of them. In that case you need to be alert and take down everyone in sight. The sniper rifle is your best tool here, though you might be able to get by with a G11 if you don't have a sniper rifle.

All your enemies on this first ride will appear on your left, so stand to the right of the seats so you can crouch down if necessary.



First, you approach a big platform with four guards on it; take down the one who's firing missiles first.



Next, another cable car appears, again on your left. Snipe all three occupants.

Finally, the cable car pulls up to a midpoint station. There's a Browning gunner on the outside of the station; you can try to snipe him, but we recommend hiding instead. You get a chance to deal with him in just a minute.



The cable car stops. Get out and open the station doors, but be careful; several highly skilled guards are inside. Some will appear from behind a door to the right.

[tip]

An alternate way to enter is to drop down onto a ledge to the right of the front door, locate a grate, and lever it open to get in through the lower level.

[New Objective] Restore Power to the Cable Car



After gunning down several guards inside, search the fenced-off armory area to the right. Collect ammo and gear, including the wire cutters if you don't have a pair.

[tip]

Both a locker containing Plastique and a chest containing LAWs are locked. You can open them if you have lockpicks—but don't worry about it if you don't. Plastique is fairly common, and we aren't big fans of LAWs for this level. We prefer to stick with the G11 and a sniper rifle.



Go down the stairs and enter a locker room. Grab gear and a letter from the lockers. One locker is currently locked; it contains a key and body armor.

Grab a metal sprue from beside a big crate under the stairs (crouch to grab it), then explore the storage room down here. There's another metal sprue on a shelf in the storeroom.



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Go back upstairs, into the circular control room ringed with windows. Grab intelligence from the counter and a desk in here, and also from a filing cabinet in an adjacent room. Then press the cable car override switch.

[note] 原子武器爆炸的报告

One piece of intelligence concerns the G11 assault rifle. You'll complete an optional objective if you collect all four pieces of information pertaining to the G11.



[New Optional Objective] Collect Information Pertaining to the G11 (4 Pieces Total)



Power is restored to the cable car. Go back and get inside, and throw the control lever. Check out the sidebar for tips on the second cable car trip.

Second Cable Car Ride



Your first three enemies will appear almost immediately. They're ahead and to your right, near a small bunker. Gun them down.



Keep looking ahead and to the right. Another group of three comes into view; target the Browning gunner first. You can shoot a red canister to take out another one.



When these are eliminated, look straight ahead. Your cable car is approaching a bridge patrolled by guards carrying rocket launchers. Blow up a red canister to destroy the bridge and take out two of them. Then look slightly to the left. Another four will eventually appear, some of them carrying rocket launchers. Snipe them all.



When you reach the main base, stay back near the cable car and cautiously start eliminating guards.

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[New Objective] Locate the Main Supply Lift

Work your way around this big storeroom, fighting guards. There's tons of gear, including three pieces of intelligence: a notice in a supply crate, some G11 intelligence atop a crate, and a notice on a wall in the southeast corner.



[tip] 原子武器塔炸的景象

One of the notices concerns the 288 Special 9mm pistol, which you'll see a lot of after this point. Don't take this pistol unless you're desperate for ammo. Its scope is very nice, but its power is very weak against tough foes. If you do take it, go exclusively for head shots.



Move south through a curving hall. Eliminate guards as you go, and be careful: one of them has rockets.



You emerge in a storage room with an upper walkway. Fight several guards in here, then grab gear. Also take a notice from the wall.

[note] 原子武器塔炸的景象

The locked lockers near the entrance contain assorted combinable gear and armor.



Get onto the upper walkway. Open a door and take the stairs behind it. You emerge on a walkway overlooking a huge, broad tunnel; eliminate several guards in here.



Take the stairs down to the tunnel's lower level. Approach the lift entrance keypad, which is mounted on the wall. Grab a note that explains you'll need a keycard to open it.



Slowly make your way down the broad tunnel. Watch out: the guards down here are tough. One has rockets; another has a sniper rifle!

[tip] 原子武器塔炸的景象

Don't miss a book sitting on a crate down here. It's the third of the G11 documents.

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Stock up on sniper ammo at the end of the tunnel. Then backtrack. You'll find that a new door has opened.



Go through the new door and clear out the southern storage area.

There's an office in this storage area. Place the E.D.O. on the door. While the E.D.O. starts to unlock the door, more guards attack. Gun them down.





Go in the office. Grab the keycard from the wall. Also, grab the last G11 document from a file cabinet to complete your optional objective.



Return to the lift entrance keypad (area 8) and use the keycard to open the blast door.

[New Objective] Proceed into Winterlong



Go into the giant supply lift to complete the level.

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Core



[New Objective] Enter Bio-Signature into the System



You start out on a descending lift. Listen to your briefing. When you reach the bottom, start to pick off guards at the other end of a long corridor.

Pick up a piece of intelligence that's sitting on a big crate. Then work your way to the end of the hallway, collecting gear along the way. Beware the Browning turret near the end.



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Some more guards appear when you reach the end of the hallway. Use either your normal weapons or the Browning to gun them down. Then backtrack to the door labeled Power Sector and go inside. Clear enemies out of this huge, roughly circular chamber.



Take the open door in the southeast corner. Follow the corridor, taking a note from the wall along the way. Also be sure to grab the ammonia on the floor, right below the note.

[New Optional Objective] Contaminate the Security Room Air Supply



Keep going until you can see a door labeled Security Room. Do *not* enter the security room yet.



Go to the end of the hall, near the locked armory door. The next step requires a poison gas grenade, which is made of ammonia and bleach. You just got ammonia a moment ago, and there's a container of bleach right here. Combine the two. Also grab a red book from back here.

[tip]

The book you just grabbed is part of an optional objective.

[New Optional Objective] Collect Plasma Fusion Reactor Intelligence (4 Pieces Total)



Go down a side corridor beside the security room. Pull the air filter off the air supply at the end of the hall. Then throw your poison gas grenade into the duct to poison the guards in the security room (and complete an optional objective).



Now enter the security room. Go up the stairs to a little glass-walled office and grab the armory key from a wall. Also grab a book from a console.

[tip]

Don't miss the circuit board, tins of glue, and metal sprue beneath the stairs.

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Go to the center of the security room. Grab two pieces of intelligence (one of them is a fusion reactor book) from the consoles, then stand in the beam of light. Your security information is entered into the computer system.

[New Objective] Locate and Disable Reactor Safety Locks



Go unlock the armory with your key. Press a button inside the armory to unlock the gate, and clean out the useful stuff in there. **Be sure to grab the shaped charges from a locker.** Then exit.

[note] 原子武器爆炸的景象

You need those shaped charges for a later task. If you don't get them now, you'll have to come back for them later.

[tip] 原子武器爆炸的景象

There's a grenade launcher in a locked case; you need a hacking device to get inside. There's a wire bundle on the floor of area ❷, and a circuit board in the security room; combine them to make the hacking device.



Go back to the big circular room (area ❷ on the map). You may now use the retinal scanner near the northwest door. Do so, and the door opens.



Follow the corridor. When it spills out into a larger area, gun down some techs and grab a red book from the corner. (It's the third fusion reactor book.) Also grab a photo from one of the walls.



Lots of guards spill into the area. Work your way southwest, fighting them as you go. Grab a CD from a filing cabinet down here.

Go up a flight of stairs and head south to a walkway that circles the fusion reactor. Look on your right for a ladder going down. A sign above it says Safety Lock Access.





Downstairs, pick up a crowbar and look at the panel labeled Laser Grid Control 1. See the tip for details on unlocking it.

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[New Objective] Deactivate Laser Grid 1

[tip]

To disable the laser grid, all four tumblers must be **horizontal**, forming a straight, uninterrupted line. The problem is that turning one tumbler makes the ones next to it turn, also.

Imagine that tumblers are labeled from one to four, starting on the left. Turn the tumblers in this order: 4, 3, 4, and 1.

If you screw up, just play around with the tumblers for awhile. You'll eventually solve the puzzle just through chance.



When you've solved the puzzle, a nearby laser field drops. Walk *carefully* out onto a walkway surrounding the reactor. Pry open a panel out there, and flip a switch to disable the first safety lock.



Climb back up the ladder and continue to circle the reactor. Find another ladder labeled Safety Lock Access. This one goes up. Take the ladder.

Upstairs, you'll find another puzzle/lock with four tumblers. It's identical to the one you just solved, except that the starting position of the tumblers is different. See the tip for details.



[tip]

Pretend that the tumblers are labeled one to four, from left to right. Turn them in this order: 1, 4, 3, 2, 1. (Or just tinker with them until you get it right.)



Go out on the walkway. Pry open the panel cover and flip the switch to disable the second safety lock.

[New Objectives] Locate Slam Mines; Gain Access to the Reactor Room

[tip]

You now receive two new objectives, but one will automatically show up as complete because you already collected four shaped charges from the armory. So your only current objective is to gain access to the reactor room.



Climb back down the ladder. Locate a door leading to a stairwell on the south side of the reactor. Go down the stairs to collect a note from the wall. Then come back up.

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Keep moving around the outside of the reactor. Go through an open doorway and locate an office with big glass windows. Flip the Reactor Door Release switch in here. Also grab two pieces of intelligence, including the final book describing the reactor core.

[New Objective] Destabilize the Reactor's Containment Field (4 Parts Total)



Now you're in the reactor core itself. There are a lot of guards in here, so dig in and fight them. Take your time; there's no hurry.



Go down to a door that requires a retinal scan. Eliminate a pair of guards, then use the scanner to open the door. Now you're back in a hallway you visited earlier.

[tip] 原子武器場外的景象

There are a couple places in the reactor room where you can fall into oblivion if you aren't careful. Watch where you step!



There are four glowing spots around the reactor supports. When the guards are gone, start to place shaped charges on each of those four points. (As you do so, you'll probably have to deal with a few guards you missed.)



Follow the hallway back to area 2. From here, go through the giant door (now open) labeled Reactor Core.

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When you've placed the fourth charge, you get a new objective: Escape Before the Reactor Collapses. Start to walk—don't run—due east, toward the lift where you started the level.



As you exit the reactor, a movie plays. Suddenly you have a 60-second timer before the whole place blows up. *Continue to walk* east; don't run yet.

When you reach the big corridor leading to the lift, several guards run in front of you. Halt for a moment. The guards trigger explosive barrels and blow themselves up. You don't want to get caught in the explosion!





When the explosion dies down a little, proceed into the corridor and walk into the lift where you began the level. Congratulations: you've beaten the game! Now sit back and watch the endgame movie.

[tip]

The Elite difficulty level is unlocked when you complete the game. Go ahead and try Elite if you want an even tougher challenge!



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Multiplayer Tips

You can play multiplayer against your friends on the same console, or go online and pick a fight in cyberspace. The skills you refined in the single-player campaign help you in multiplayer games, but that experience only goes so far; fighting AI opponents is a lot different from fighting humans. Experience is the best teacher, but here are a few tips on getting the upper hand in multiplayer games.

Split-Screen vs. Online Play

In split-screen play, the maximum number of players is four. This total may include bots, so you could, for example, have a game with four humans, or a game with one human and three bots, or a game with two humans and two bots.

Online play does not allow bots—only human players. However, the maximum number of players raises to eight.

[note]

You cannot combine split-screen play with online play. (In other words, each player needs his or her own console and copy of the game when playing online).

Learn the Game Types

You should be familiar with every multiplayer game type before diving in. Here's a quick review.

Deathmatch







Deathmatch is a standard game of kill or be killed. You score a point for each kill, and lose a point for causing your own death (for example, with a poorly thrown grenade).

Since non-suicide deaths don't hurt your score, you don't need to be particularly careful. Indeed, a reckless style is often the ticket to victory.

Cautious strategies, such as holing up in a sniper spot and waiting for victims to pass by, only work if you get a steady stream of targets. Cautious players are often beaten by aggressive players who charge in and score lots of kills before getting gunned down.

Weapons that score fast kills are at a premium in deathmatch. Explosives are a favorite choice.

Game settings affect your deathmatch strategy. We'll discuss them in detail in the following Game Settings section.

Domination



There are computer terminals (called datanodes) scattered across each multiplayer map. These datanodes are the key to Domination games; your goal is to capture and hold as many of these as possible.

Start the capture process by approaching a datanode, then press and hold ✕ until the capture bar is filled. But wait—you don't have control of the datanode yet. Stick around and protect the datanode, preventing others from pressing ✕ to steal it from you. If you defend the datanode for a short period of time, you gain control of it.



Capture as many datanodes as possible, because each player (or team) periodically receives points for each datanode it controls. Therefore, you need to control as many datanodes as possible, for as long as possible, to assure victory.

Domination is often played with two teams, but you can also play as individuals.

The number of datanodes you should try to control depends on how many teams are playing, and how many datanodes are

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on the map. For example, a typical small map has three datanodes. In a two-team game, your team must control two of the three datanodes throughout most of the game to ensure a win. You might therefore want to pick two datanodes, capture them, and defend them, and not really bother with the third. Or, you could periodically send one team member to assault the third datanode, just to keep the other team on its toes.

In a four-player, non-team game played on that same map, your strategy will be different. Since there are more players (four) than datanodes (three), you'll probably win if you capture a single datanode and defend it successfully throughout the game. Trying to control two or more datanodes at a time would be foolish, because your enemies can easily steal any datanode you aren't guarding.

Play a few games of Domination to learn the best tactics for every game permutation.

Flag Tag



In Flag Tag, there's a single flag on the map. Grab it and carry it around. You constantly score points as long as you possess the flag; the winner is the player (or team) that scores the most points.

After you grab the flag, you cannot drop the flag, fight, or heal. Therefore, run to escape your enemies.



In a team game of Flag Tag, one team member should grab the flag, and the others should stay close and protect the flag carrier. It's up to you whether to hole up in a secure location, or keep running. The important thing is to stay together, and keep the flag carrier safe.

[tip]

In a team game of Flag Tag, let your weakest player carry the flag. Your best fighter needs to be able to shoot!

In non-team Flag Tag, kill everyone in the area before grabbing the flag. If you're impatient and grab it while enemies are close, they're likely to gun you down and take the flag.

Know the level when playing Flag Tag. Stay in areas that give you lots of options; avoid dead ends. High ground is better than low ground, because you can always drop if you're getting hammered. If you're already on the bottom level, you don't have anywhere else to go!

Head Match



Head Match is like Flag Tag, with a human head in place of the flag. Grab the head and carry it around to score points. The player or team with the most points at the end wins.



The primary difference between Head Match and Flag Tag is that in Head Match, the head carrier is not powerless. He can smack enemies with the head—and while it's better to have a gun, the head is a potent melee weapon. This adds tactical flavor to the game because the head carrier is not powerless, like the flag carrier.

The head carrier can also throw the head. This is useful—in fact, learning when to ditch the head is the key to the game. Throw away the head when someone is about to attack to transform from victim to aggressor. Or throw the head out a window if you're hurt, and use your medipack.

[tip]

Players automatically grab the head when they're close to it. This allows you to play a wicked trick. Aim at your enemy and throw the head at him; he'll automatically catch it, thus losing his ability to shoot—while you regain yours. Tossing the head at an unsuspecting foe, then gunning him down is a perversely satisfying tactic.

In team Head Match, one member of your team should grab the head, and the others should defend the head carrier.

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King of the Hill



King of the Hill, like Domination, is a game that uses datanodes (the computer terminals scattered about the map).

At the game's start, one of the map's datanodes is randomly activated. It is now the "hill". (An indicator shows up on your screen, pointing the way to the "hill".) Players run to that datanode and try to capture it.

[note] 原子武器塔外的景象

Capture the "hill" datanode as you would in Domination: Press and hold ✕ until the capture bar fills, then defend the datanode (preventing other players from getting to it) until the capture is complete.

If a player fills the capture bar, then defends the datanode until the capture is completed, he scores points.

Now a new datanode is randomly assigned as the "hill", and the process repeats. The winner is the player or team that hits the point limit first, or has the most points when time expires.

In a team King of the Hill game, your best strategy is to stick together, grab the best available weapons, and hold down the datanode as a group long enough to score a capture.

In non-team games with more than two players, it's best to lurk near the datanode, let the others fight it out, then kill the winner and score a capture.

If it looks like your opponents will capture the hill and you don't have a realistic shot at stealing it, run away and stand by a different datanode. If you're lucky, it will become the new hill, and you'll be in prime position to capture it.

Last Man Standing





Last Man Standing is a simple game where every player has only one or more lives; once you run out of lives, you lose. The winner is the last surviving player (or team) on the map.

Last Man Standing is like Deathmatch, but with different priorities. Because deathmatch is all about scoring kills, it pays to be aggressive and reckless. If you can charge in and blow up two enemies with a rocket blast (killing yourself in the process), do it—in deathmatch. In Last Man Standing, that's a dumb strategy because you lose if you die. (Though this could be a valid strategy in team Last Man Standing because a two-for-one exchange isn't bad.)

Stealth and careful tactics pay off in Last Man Standing. Hiding, sniping, and moving around with the utmost caution are advisable. If you're playing a team game, stick with your teammate. There's strength in numbers.

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Learn the Maps

Knowing the maps is a key to success in multiplayer games. Until you understand how each area connects to the others, and where the weapon and gear caches are, you'll be at a disadvantage. We can't teach you this experience; the only way to learn is to play. But here are a few tips to get you started on each multiplayer map.

Chang Prison Complex



Size: *Medium*

Recommended Weapons: *Any*

Recommended Modes: *Deathmatch, Last Man Standing*

The prison complex is a square area of medium size. At the center is a pair of connecting courtyards. There are weapons in lit squares in these courtyards, but don't linger there; you're visible from most parts of the map.

A long, narrow, two-story building runs the length of one side of the map. You can enter this building from either side. Because the high ground offers opportunities to pick away at enemies in the courtyard (or downstairs), the second floor is premium real estate. Expect a lot of conflict there.

This is not a large map, and parts of it are dark. This reduces sniper rifles' value, but makes close-range weapons (and explosives of all kinds) particularly effective.

Chang Prison Yard



Size: *Large*

Recommended Weapons: *Any*

Recommended Modes: *Team Domination*

This big level consists of a massive courtyard. A temple-like structure is in the map's center; you can run up steps on either side to reach the top of the temple, or take an underpass to go beneath it.

Long upper halls on either side of the courtyard provide excellent vantage points for sniping; access them by running up the temple steps. There are also lower halls, which are excellent places to grab weapons before venturing out into the central courtyard.

Sniper weapons and long-range explosives are excellent choices on this level. There aren't many enclosed spots where short-range weapons excel, so be sure not to get caught with only an ineffective short-range weapon. Stick to the halls, peeking into the courtyard for tasty shots at clueless victims in the center.

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Qattara Rooftops





Size: *Small*

Recommended Weapons: *Short Range*

Recommended Modes: *Deathmatch*

This is a clever, intricate little map with a small footprint but a lot of vertical space. There are several layers of balconies, overlooks, and ledges stacked atop one another. Since it's always easier to deal with threats that are below you, you never want to get stuck loitering at the bottom of the level.

An open apartment building on one side of the level provides stairs that go to the rooftops. This building is the key to the level, especially if you've stocked up on punishing short-range weapons. Everyone wants to get to the top, so lurk in the stairwells and punish them as they climb up. Or get explosives and head for the rooftop. Drop them on those unfortunates below you.

Sniping from the rooftops is a possibility, but because the level is so dense and cramped, you'll need to be a quick shot. Explosives are a better bet.

Qattara Ruins





Size: *Medium*

Recommended Weapons: *Any*

Recommended Modes: *Team Last Man Standing*

The central "hub" of this map is a big sewer junction. There are also two aboveground ruins areas. Each ruins area is connected to the sewer junction both by a large tunnel and by a ladder, so you have a choice of paths when traveling from one spot to another.

The sewer junction is where a lot of the action happens. It's also the biggest open area on the map, so if you want to use a weapon that requires some room (say, an RPG Launcher), this might be a good place to lurk. Stick to the fringe areas instead of the center of the junction, where everyone can see you.

Another tactic is to load up on ultra-shot-range weapons and hang out in one of the aboveground ruins. You can also score cheap kills by waiting near the top or bottom of a ladder, and waiting for someone to appear.

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Qattara Sewers







Size: *Medium*

Recommended Weapons: *Any*

Recommended Modes: *Domination*

The sewers include several big interconnected rooms, a few smaller rooms to one side, and a small lower chamber you can drop into from several locations. One of the large rooms has a metal walkway up high, where agile players can climb and get an advantage over those below.

This level offers a good mix of terrain, so any weapon type can work. Stick to areas that suit your weapons—for example, the smaller rooms are best for automatic weapons and shotguns.

The metal walkway in the big room is the obvious sniper spot, but you can also wage long-range combat across the long distances of the larger rooms' floors.

Salah's Den Storehouse







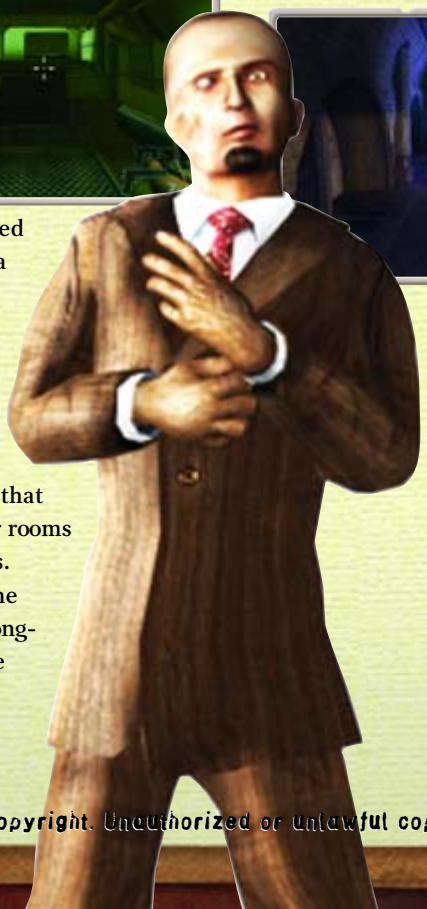
Size: *Medium*

Recommended Weapons: *Any*

Recommended Modes: *King of the Hill*

Instead of the single big storeroom you might have envisioned, this map has several smaller areas connected by stairs and long corridors. There is one large two-level storeroom, and while it's not big enough to be a sniper's paradise, you can be effective with long-range weapons in there.

One corridor offers long-range fighting opportunities as well, but medium-range and short-range weapons are typically the strongest here, thanks to several small side-rooms and cramped connecting halls.



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Salah's Den Graveyards







Size: *Medium*

Recommended Weapons: *Any*

Recommended Modes: *Flag Tag or Head Match*

This map consists of a medium-sized aboveground village square, an underground mausoleum room, and some small areas that connect the two. There are two paths from the mausoleum down to the village square—and you can also drop through a large hole to instantly get down there.

This is not an ideal sniper's map, as none of the spaces are huge. Mid-range weapons and explosives are recommended. You can also load up on short-range weapons and stick to the connecting passages.

When playing Flag Tag or Head Match, you can jump down to the mausoleum through the large circular hole. Sometimes this is your best escape route when you're evading pursuers.

Setech Industries Pit







Size: *Large*

Recommended Weapons: *Long-Range*

Recommended Modes: *Team Domination*

This map is bigger than most multiplayer venues.

Most of the action takes place in the huge central quarry. The quarry's terrain is varied: The ground is uneven, and there are hills and sheds to break it up. Roads on each side of the quarry lead up short slopes before ending in rockslides. There's a datanode at the top of each slope—important in games of Team Domination.

This map is a sniper's paradise. Even if you don't plan to snipe, you must carry at least one weapon with good range. There's so much open space that you'll be disadvantaged if you don't.

The sheds and dirt mounds provide some scope for medium- and short-range combat, especially if you lurk near them and force enemies to come around them. But in most cases, you should be prepared for a long-range fight of epic proportions!

Setech Industries Pump Station







Size: *Large*

Recommended Weapons: *Heavy Weapons*

Recommended Modes: *Any*

This giant cavern is split into two halves. You can travel between the halves via an upper platform, or by a lower level that goes from one end of the map to the other.

Despite the map's great size, there are enough obstacles to keep it from being sniper-dominated. Long-range weapons are still advisable, but many battles will take place at mid-range. Both halves of the cavern, and even the passages that connect them, have enough obstacles, twists, and turns to make short-range combat a possibility as well.

When playing Domination games, don't miss the datanode in the middle of the lower level. After you control it, it's easy to defend—especially if you have effective long-range weapons.

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Sterling's Winter







Size: *Medium*

Recommended Weapons: *Western Military*

Recommended Modes: *Any*

This level seems larger than it is, thanks to ingenious design. It's a rectangular complex with a long narrow courtyard in the middle. The courtyard divides the map into two bases, each with a pair of datanodes.

You can enter the long base buildings from either end. Also, each base has a ground-level entrance near the middle, and a walkway connects them up high. There's a multitude of ways to assault any point on the map. This wide array of options plus the map's compact size makes it intense for objective-based games.

Winterlong Arena







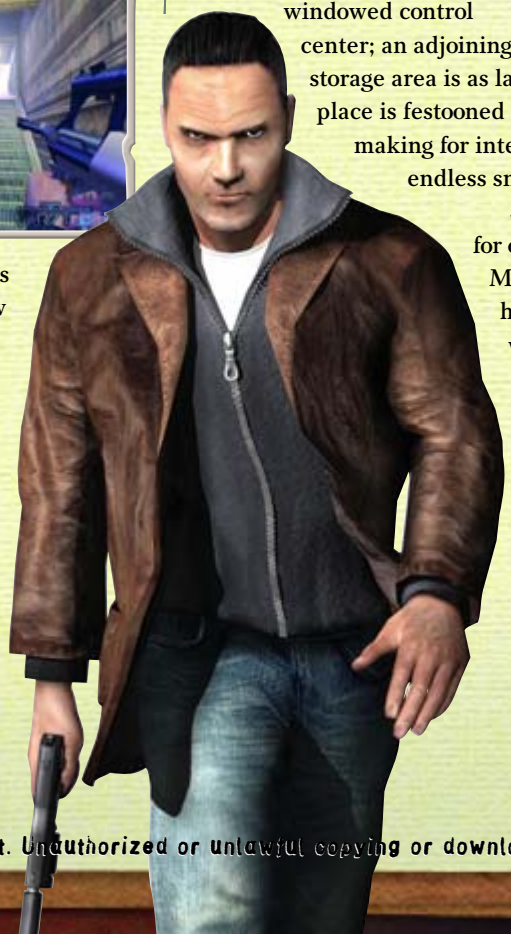
Size: *Large*

Recommended Weapons: *Any*

Recommended Modes: *Any*

One of the biggest and most complex levels, Winterlong Arena can play host to entertaining games of hide-and-seek. A huge central area filled with stacks of crates is overlooked by a bay-windowed control center; an adjoining storage area is as large as the main floor. The whole place is festooned with walkways and overpasses, making for interesting multi-level battles and endless sniping opportunities.

Some will find this map too large for objective-based games; in Head Match, for example, the head carrier has a vast space to run in. Others will appreciate the extra distances, and the additional challenge of finding their opponents, not just attacking them.



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Winterlong Maintenance







Size: *Very Large*

Recommended Weapons: *Any*

Recommended Modes: *Any*

A giant cross-shaped upper walkway divides this giant industrial space into four discrete chunks. You can patrol the upper level and peer down at opponents in all four of the lower regions, or prowl underneath the walkway, where opponents up top won't notice you. A giant hole in the center of the walkway is a focal point of the level; don't walk beneath it unless you're sure someone with an RPG Launcher isn't standing up top!

The size of this level encourages long-range weapons, and the multi-level aspect makes accurate grenade-throwing a useful skill. This level is good for objective-based games, in that despite its large size, the design is straightforward. A few minutes will familiarize you with the layout, and after that, navigation is not difficult.

Game Options



Game options have a big impact on your strategy. Here's a look at each option, and tips on adjusting your game to fit the options.

Game Time Limit

Games can be limited by time, or by points, or both. You need to know which limits are in effect, or you might miss out on a victory.

For example, let's say you're playing a one-on-one deathmatch on a big map, with a five-minute time limit. You've got a one-kill lead, and there's only about 15 seconds to go. At this point you want to be conservative. You don't have to hide, but you shouldn't run in and attack if you don't have a clear advantage. The clock is on your side. Make your opponent come to you! Failure to notice the clock in this case could lead to a quick death, and make you lose your lead.

Game Points Limit

Games can also be limited by points—and this has a big effect on strategy. Let's say you're in a four-player deathmatch with a 20-point limit. Both you and one other player have 18 kills. You need to be aware of the 20-point limit, and understand that the game will end soon! Score kills as quickly as possible or your opponent will snatch victory away from you.

[tip]

In games with both a time and a points limit, you need to be extra-aware. Don't allow the game to end unexpectedly, just because you failed to note the victory conditions!

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Weapons Damage

Weapons damage can be set to *50%*, *normal*, *realistic*, or *one-shot kills*. This setting has a big effect on how you should approach combat.

Normal weapons damage encourages bold play. Charge in and strafe circles around an opponent while firing; jump around to avoid missile blasts; sprint from one position to another. You can take a fair amount of punishment, and that opens up tactical possibilities.

The normal weapons setting also encourages you to load up on high-powered guns. Stock up on the burliest firearms you can get your mitts on.

Crank up the difficulty setting to realistic, and everything changes. Bold charges into the open are no longer a good idea, because a few bullets can drop you. Moving cautiously, aiming carefully, and taking cover become better strategies.

At the realistic setting, you no longer have to select powerful weapons; even weak weapons can score a quick kill. This allows you to select weapons based on other criteria—like accuracy.

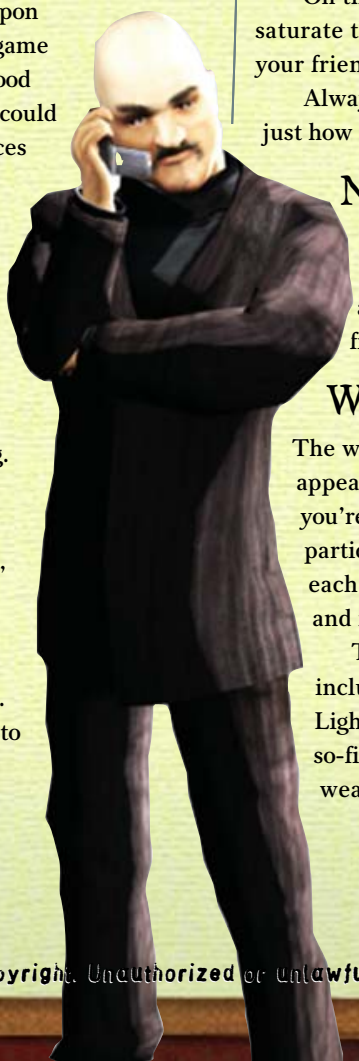
On the other hand, a game with 50% weapon damage encourages marathon battles. In this game type, you need a weapon that not only deals good damage, but has a lot of ammo! Weapons that could score one-shot kills under normal circumstances will no longer assure instant victory, so you'll have to think twice before using them.

One-shot kills completely alter your strategy. Because every weapon is instantly lethal, you want the fastest-shooting, most accurate weapon available.

Tinker with damage settings and pay attention to the results. After awhile you'll develop a unique style for each damage setting.

Player Handicaps

You can adjust each player's maximum health, thus leveling the playing field in a game with different ability levels. For example: If you're an expert, you could reduce your health to 50% or 75% when playing against newcomers. Or you could crank a weak player's health up to 200%, to make him or her competitive.



If handicaps are in effect, you must accordingly adjust your strategy. A weakened character will go down easily, so use any available weapon and strive for accuracy. A super-durable character will shrug off lesser weapons, so use only the most potent guns when attacking him.

Team Game

If Team Game is enabled, players are divided into two teams that compete against one another. If this setting is disabled, it's everyone for themselves.

Team games can be rewarding because they encourage cooperation and strategy. But non-team games can be frenzied, because there are several individuals grabbing for personal victory.

Friendly Fire

Friendly fire can be turned on or off. When on, teammates can harm each other with stray bullets and poorly placed explosives.

If friendly fire is on, be extra-careful with weapons that deal splash damage. Grenades, RPG Launchers, and so forth must be used with extreme caution.

On the other hand, if friendly fire is disabled, you can saturate the area with high explosives and not worry about your friend.

Always know whether friendly fire is enabled, so you know just how careful you must be.

Number of Bots

Bots are AI-controlled players that can play in multiplayer games. Use them to fill in empty slots on a team. Or play solo vs. a bunch of bots when you can't find any friends for multiplayer.

Weapon Set

The weapon set determines which weapons and items appear on the map, so you must know which weapon set you're playing with if you want to know where to look for particular weapons. The only way to learn is to play with each weapon set, then memorize where specific weapons and items from that set appear on each map.

There are several different pre-made weapons sets, including Balanced Loadout (a good selection of weapons), Light Pistols (for finesse games), Heavy Weapons (for not-so-finesse games), and more. You can also create a custom weapon set.

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[tip]

The first weapon in the set is the "default" weapon that everyone starts out with. Bear this in mind when you make your own custom sets.

General Tips





We'll finish up with some general multiplayer tips.

- **Explosive weapons like LAWs are an excellent choice on most maps.**
- **Aim explosive weapons at your enemy's feet. That way if you miss, you'll still hit the ground and deal splash damage.**
- **Crouch or jump periodically when fighting at close range. This makes you harder to hit.**
- **Weapon selection is crucial. Don't charge into battle until you've equipped yourself with the best weapons the map offers.**
- **Take weapons that complement each other. If you have a LAW (a single-shot weapon), be sure your other weapon has lots of ammo. If you have a sniper weapon, also take a short-range weapon to deal with enemies that get close.**
- **Superior numbers almost always win. Two average players can usually beat a lone player, even if the lone player has superior weapons, skills, or both.**
- **Don't forget to sprint. It can make the difference between life and death.**
- **You can heal yourself with the medipack in multiplayer games. Just be sure to do it when nobody's around.**
- **Anticipate the movement of the hill in King of the Hill. Try to guess where it will go, and get a jump on the opposition.**
- **In Head Match, less is more. You'll be tempted to hold the head as long as possible, but you're often better off dropping it so you can fight or heal. It's better to drop the head and win the battle than to hold the head an extra three seconds (and get shot).**
- **Learn to pick your fights. Just because you appeared next to an enemy doesn't mean you have to fight him.**
- **The colored indicators that appear on each player make it hard to be too stealthy. Don't base your whole game around stealth.**
- **Load up on as much armor as possible. In an evenly-matched fight, the player with more armor almost always wins.**

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